

## **Proposal for a Tabletop Roleplaying Gaming (TTRPG) Club (Non-school sponsored) Grades 9-12**

The most well known TTRPG and the game students have expressed an interest in is Dungeons and Dragons.

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### Rationale:

- Tabletop Roleplaying Games have gotten a surge in popularity due to their inclusion in a variety of popular TV shows and podcasts.
  - TTRPGs are commonly popular among social groups that don't find other sports or clubs at the school appealing.
  - TTRPGs allow players to be creative, interact cooperatively, and utilize basic math and language skills.
  - TTRPGs are fun activities that get kids away from their phones and computer screens.
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### School Involvement:

- As a non-school sponsored club there would be no organized meetings during school hours.
  - There is no cost to purchase the games as resources are available free online to print or students or advisors can bring games they own for the club to play.
  - The club advisor (or multiple) would be unpaid.
  - The school would provide meeting space in CMR, IMC, or a classroom.
  - The club could make announcements during school.
  - The club could place posters on the club/organizations bulletin board
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### Expectations of Club Leader

- Recruit players and advertise meetings
- Supervise meetings
- Assist students in running their games
- Resolve conflicts between students