



- "Touchdown," yelled Markee and he began jumping up and down.
- "That was awesome," said his brother Nate as he ran up and high-fived him.
- "Markee," yelled his brother Dominic, "your alarm is going off again."
- "Okay," yelled Markee as he tossed the ball to Nate and ran in the house and up to his room. The alarm only meant one thing so he ran to his closet, took out his Hooperhero suit and put it on and then pushed a button on his Hooperhero watch to release his hoop. He began hooping as fast as he could, saying the magical words "Minecraft Markee is on his way, ready to help and save the day." Suddenly, his hoop began to glow, his super-speed Hooperpower was activated, and out his front door he ran, headed straight to Helpful Hattie Headquarters.
- "Nice to see you again Minecraft Markee."
- "You too Savannah, so who needs my help today?"
- "There names are Dylan and Jaxen and they're trying to play football but they keep having issues with what the rules should be and making sure everyone agrees and plays fairly. We thought you might be able to help them figure it out so they can play a fun game of football."
- "Perfect, I'm sure I can help," said Minecraft Markee. He waved good-bye and headed to the Helpful Headquarters Hooping Station. He began hooping and off he went using his superspeed Hooperpower straight to the football field where the kids were playing.
- "Ouch," said Minecraft Markee as he tumbled onto the field and got hit in the shoulder from the pass Dylan had just thrown.
- "Oh my gosh, are you okay," asked Dylan as he and Jaxen and the rest of the kids ran over to check on him.
- "Yes, I'm good," said Minecraft Markee, "I'm still a little shaky with the stopping part of my super-speed Hooperpower but I'm getting better," as he stood up and rubbed his shoulder. He lifted his arm up in the air to stretch it out, rubbed it one more time and introduced himself, "Hi, I'm Minecraft Markee."
- "Hi, I'm Dylan, and this is my best friend Jaxen," said Dylan.
- "Nice to meet you both," said Minecraft Markee.
- "You too," said Jaxen, "are you here to play football?"
- "No...well, yes...kind of I guess. I'm actually here to help you guys."
- "Help us," Dylan and Jaxen asked in a confused tone."
- "Yes, I think I can help you," said Minecraft Markee and he told them he had heard they were having some issues with creating rules, taking turns and arguing about what was fair and not fair, and he was hoping he could help them so everyone could play and have fun.

Dylan and Jaxen seemed slightly confused because they didn't think there was anything wrong. Sure they would argue at times but they thought that was normal so they didn't really see an issue. When Minecraft Markee asked them to start playing so he could watch for a few minutes, they both happily agreed because they wanted to show him that everything was fine.









Right off the bat, Dylan and Jaxen began fighting over who got to start with the ball first. Minecraft Markee stepped in and suggested they flip a coin, but when they went to flip the coin, Dylan and Jaxen began arguing over who got to call heads or tails and when Jaxen called tails first, Dylan became upset and said he wanted tails and that it wasn't fair. Minecraft Markee thought for a minute and as he looked around he saw a little girl in the field next to them painting rocks. He had an idea! He ran over to the little girl and asked her if she could paint a small rock for him that said "Jaxen" on one side and "Dylan" on the other so she did. Minecraft Markee ran back over to them and handed them the rock to flip instead of the coin. He told them that today they were going to play "rock, paper, scissors" to see who would get to flip the rock but that after today, they should take turns switching back and forth every other day. Jaxen won so he flipped the rock onto the ground, Dylan's name came up and he chose his team to start with the ball so they both ran to their teams to get ready to play.

As the teams were getting in position, Minecraft Markee heard kids arguing again so he ran over and asked what was going on. Dylan said he wanted to be quarterback but another boy on the team said it wasn't fair because Dylan always gets to be quarterback and he wanted to play quarterback too. Minecraft Markee thought for a second and had another idea so he ran over to the little girl again and asked for a piece of paper and a pencil and wrote each position down. He then tore them apart and put them in one of the kids' hat's and had each person pull out a tag and explained that from now on, each time they play, they should do it this way so everyone has a chance to try different positions. He also suggested they do this to pick the teams and the team captain each time. After everyone pulled their positions, they began to play the game.

After a few minutes of playing, the kids began arguing again about other things like whether a runner stepped out of bounds or if someone really scored a touchdown so Minecraft Markee offered some additional suggestions to help them play the game more smoothly and without any other issues and the game finally began. After a while of playing, Minecraft Markee could see that the suggestions he made helped the game run smoothly and that the kids were finally having fun. When the game ended, all the kids had smiles on their faces and were actually congratulating each other for a game well played. They all made their way over to Minecraft Markee to thank him for helping them. Minecraft Markee told them all how proud he was of them for working together and trying something new so that everyone could have fun. He explained that when people argue over what's fair or not fair; or don't take turns so everyone can try things, it makes the game not fun and then nobody wants to play anymore and pretty soon, they won't have enough people to even play a game at all which is not fun either.

After a few more minutes of talking about the game, Minecraft Markee knew it was time to get back home. The kids thanked him again and they all said their good-byes. Minecraft Markee gave one final wave and used his super-speed Hooperpower to run as fast as he could back to Helpful Hattie Headquarters so he could fill Savannah in on his exhausting, but very successful mission.



