

## Informative brochure about the experimental games developed within the UNITED project

### 1. Choose your Nation



**Theme:** European values



**Complexity:** medium



**Group size:** 8+



**Overview:** Throughout this activity participants develop knowledge about the European values and how to negotiate and communicate to have a result that fits everyone



**Objectives:** - to develop communication skills.  
- to explore the idea of different perspectives.



**Time:** 2 hours 30 minutes

**Materials:** - you can download them from here: <https://www.younginitiative.org/choose-your-nation/>

### **Instructions:**

1. **Team division.** The players will be divided into groups formed by at least 4 members.
2. **Icebreaker.** The players will receive a card explaining the value they will have to apply as part of their team ( you can find the value in the “European values” folder). The teams are then established so that there are no players with the same value in a team.
3. **Team building and problem receipt.** For team members to work together effectively on the governance strategy, they will get to know each other through an icebreaker. In the game, each player proposes in turn to the others to bring objects from the room that match a certain description. Once the teams have been established, each team will receive six problems from which they will have to choose three to solve. The problems will be distributed through the information cards (you can find the topics in the “Problems” folder).
4. **Problem solving.** Teams solve problems in the breakout rooms starting from the following methodology:
  - A. Identifying problems related to the sphere
  - B. Naming the basic concepts of the field

C. Establishing / choosing ways to solve that problem

D. Solution + law proposal/ creation of institutions

5. **Governance strategy.** It consists of the solutions found in the governance strategy document. Teams can start with the last sections and establish the principles they were guided by at the end.
6. **Supporting strategies.** The teams support the strategies in the main session, then each participant votes with tone (he is not allowed to vote for his/her own team). After the game itself, participants can also support the strategy on social networks to gather supporters.

### **Debriefing and evaluation.**

You can start the review by going through these few questions, also you can add some questions.

- Did people learn anything new from this game?
- Were there challenges?
- Were there any fundamental disagreements over the idea of European values within the group? How were these resolved?
- After the strategy presentations have you considered changing your opinion?

### **Tips for facilitators**

If the participants do not find problems, start from real life examples or personal experiences related to that topic. Try asking questions like:

1. Is education at the highest level?
2. Have you ever encountered difficulties in this area?
3. What would you change in this regard?

Respect the values of all participants, there is an equal relationship between them. Inevitably, at some point, they will focus on only one of them, a situation in which, at the end of writing the strategy, they should check if the steps taken do not violate European values in any way.

### **Ideas for action.**

In case of supporting the game in a school setting. You can create a campaign to support the strategies, and its support is done at the school level. A ballot box can be organized for students to vote for a week. You can use posters, promotional videos, or other resources to support your governance strategy.

## 2. Community



**Theme:** General Human Rights



**Complexity:** medium



**Overview:** Community is a board game in which we build a community together by developing territories on the map using the available resources.



**Group size:** 4-20 players



**Time:** Time: 2 hours

**Materials:** - You can download them from here:  
<https://www.younginitiative.org/community/>. Also, when playing online you will need:

- A computer / laptop
- Accounts on “LucidaCharts” website
- An image of the map

### **Objectives:**

- Developing a #UNITED and powerful community
- Learning how to make the best decisions
- Learning about European Values
- Developing cooperation skills and co-operation

### **When playing in person:**

- A printed version of the map
- Cardboard shapes to mark the territories
- Sheets of paper for keeping track of the resources



- Key date: 10 December - Human Rights Day



### **Instructions:**

#### **The beginning of the game:**

- The Game Master is chosen
- Each team gets to choose a name and a colour
- Each team starts with a capital city with a specific resource
- The game master gives each team the starter pack

**The development of a round:**

- Each team chooses to do 2 of the 3 available actions
- At the end of the round each team rolls the special dice

**The end of the game:**

- The Game Master reveals and explains the secret points
- The team with the most points wins the game, but if the teams realise that they are meant to work together, decide to be #UNITED and form one big country, all 4 teams are declared winners.

**Debriefing and evaluation:**

- Ask the participants what they've learned and whether they enjoyed the experience or not
- Ask them for feedback, see what they liked and didn't like, what they would change about future events
- Talk about the European Values that came up during the game and make sure that everything is clear
- Talk about the development of the game and the funny or challenging moments

**Tips for facilitators:**

- Try to be as joyful and friendly as you can
- Try to explain the instructions very well and make sure that everyone knows how the game works
- Answer every question
- Make sure that no one is breaking the rules
- Help the teams at the beginning to get the game started
- Point out the European Values that come up during the game
- If you see that the participants don't work well together, try to change the teams

**Suggestions for follow-up:**

- Make a post about the event on Facebook, Instagram or Youtube and announce the winners
- Ask the participants to complete a feedback form so that you know what to change about the future events.

**3. Democracy versus Communism**

**Theme:** democracy, communism, human rights



**Objectives:** present the two political regimes and their characteristics, promote teamwork, develop creativity



**Complexity:** medium



**Overview:** the participants will compare the access to opportunities people had during communism and the ones they have now, considering resources, social status, and the legal framework of the two periods



**Group size:** size 15+ (small groups 4-5)



**Time:** Time: 2 hours

**Materials:** - you can download them from here: <https://www.younginitiative.org/democracy-versus-communism/>.

### Instructions:

#### Dawn of communism

At the beginning of the game, the facilitators create a Kahoot with questions about communism. During the dawn of communism, every facilitator should be in a breakout room with a team, helping them prepare the play.

Afterwards, every participant will be given a profile, which will be used during the next activities (e.g., 30 years old doctor, student, factory workers). Divided into teams, participants will have to write a script based on the provided scenarios. In every break-out room there will be a member of the organizational team- they will have to make sure that the script is consistent with the rules that existed during communism.

Participants who break the rules will be considered part of the rebellion and will be restricted from talking for a few minutes, maximum 3. The teams will gather in the main session to present the play. – 30 minutes

**(Optional)** The revolution is meant to teach the participants about joint effort and how that can change the society- in this case, from communism to democracy.

**Revolution:** In the background a movie about communism is playing/ Ceaușescu final discourse.

Only one facilitator picks a player and explains to him/her the rules. The player must gather the rest of the participants (or most of them) and agree upon a sign which, when performed

by the participants, indicates the beginning of the revolution. They must get through with this sign without getting caught by the other coordinators. 15-20 minutes

**Once this step is complete, the communist party falls.**

### **Dawn of democracy**

There are **two presentations** opening this stage. The first presentation is the summary of a **documentary** and the second one, concerning the differences between democracy and communism during the **transition period**. – 20 minutes

**Elections:** 4 participants will run for president. Each of them will be given a party they represent and questions to help them guide their election speech. (5 minutes).

After presenting their speech in front of the other participants (3 minutes each), participants can vote once, for one of the candidates. (3 minutes)

Separated into groups, players will create a business and present it in front of the others. This is free of constraints; they create anything if they present the purpose of it.

### **Debriefing and evaluation**

- Feedback form and post-event discussions.
- Tips for facilitators

### **Variations**

If the number of participants is too high and all the collaborating for the revolution would be too difficult, this step can be completed with only a part of them; the decision will be made by the facilitator in charge.

If this step cannot be completed with the above-mentioned instructions, it can become a presentation with relevant information about the revolution.

### **Suggestions for follow-up**

Participants can keep track of differences that have occurred in the society since the fall of communism and debate on this topic.