



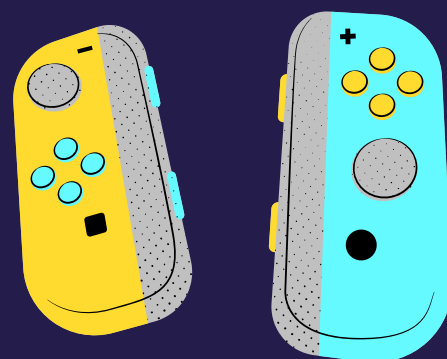
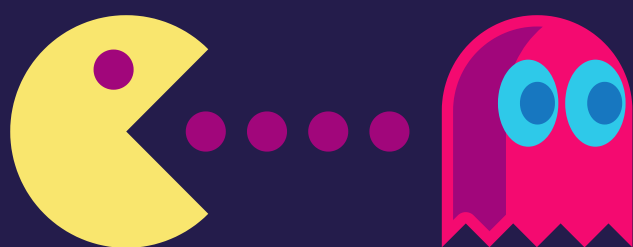
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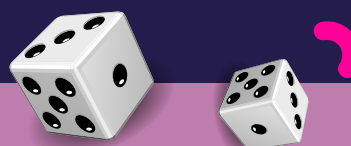
GAMES FOR YOUTH WORK



Tool kit for seminar "Game elements in NFE"



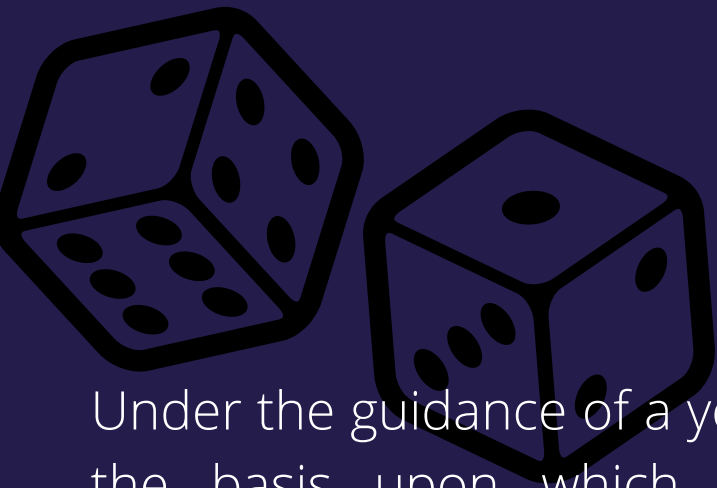
Partners:



The new generation has grown in the digital era, therefore they have different learning styles, new attitudes to the learning process and higher requirements for teaching and learning. Educators are facing challenges on how to implement new approaches and methods that would allow young people to be active participants with strong motivation and engagement to their own learning. One of the efficient strategies that can be used is gamification - it can be integrated to all platforms and can help to engage student learning.

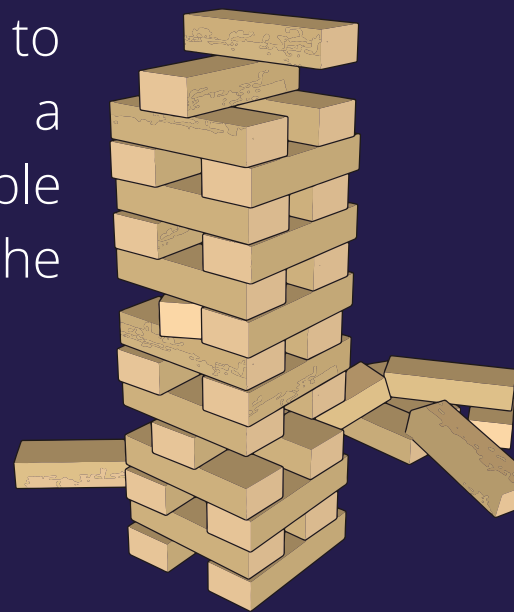
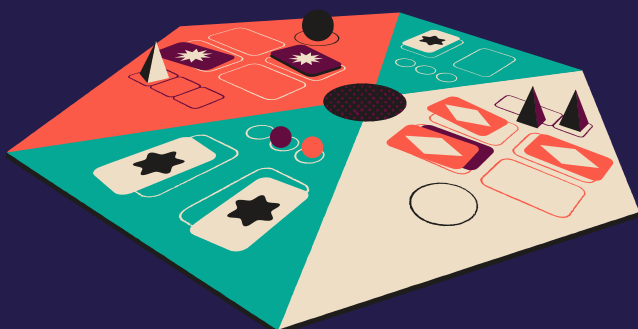


Games have long been used as a mechanism for engaging, motivating and encouraging collaboration and interaction in a youth work context. From energisers and icebreakers to more purposeful games. Games are used to serve different purposes in a youth work context. They can be used to get young people 'in the door', to occupy and entertain them, to reward them and perhaps to control behaviour. Games can also be used to develop and value particular skills and knowledge, whether technical, interpersonal or creative.



Under the guidance of a youth worker, games can become the basis upon which relationships are built, issues discussed, emotions discovered, expressed and acted upon. They can provide a space in which young people are exposed to simulated experiences of injustice and oppression. They can help build awareness, empathy, understanding and provide the impetus to act and to contribute to changing their global world.

Game mechanics improves the abilities to learn new skills, increases motivation. Game approaches lead to a higher level of commitment and motivation of users to learn. Games can therefore play a significant role in helping young people develop personally and in achieving the outcomes intended for youth work.

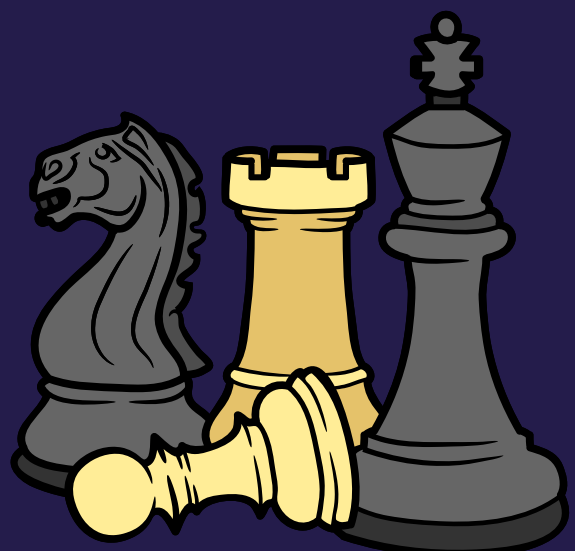




The main aim of this project was to create more innovative ideas within youth work on the methodology that is being used to educate youth by allowing youth workers to share the best practices on gamification and digital learning from their local communities to international communities.

This toolkit represents good practices that was shared and contains three games that were created during this project:

- VISITORS
- THE TRIBE
- THE VILLAGE



VISITORS



Aliens just arrived on the planet and are trying to adapt to the environment. They find few human kinds and try to study their behaviour and replace them on Earth. Humans are pretty good travellers and have a lot of knowledge, but can they recognize Aliens, when they are almost adapted to Human nature?



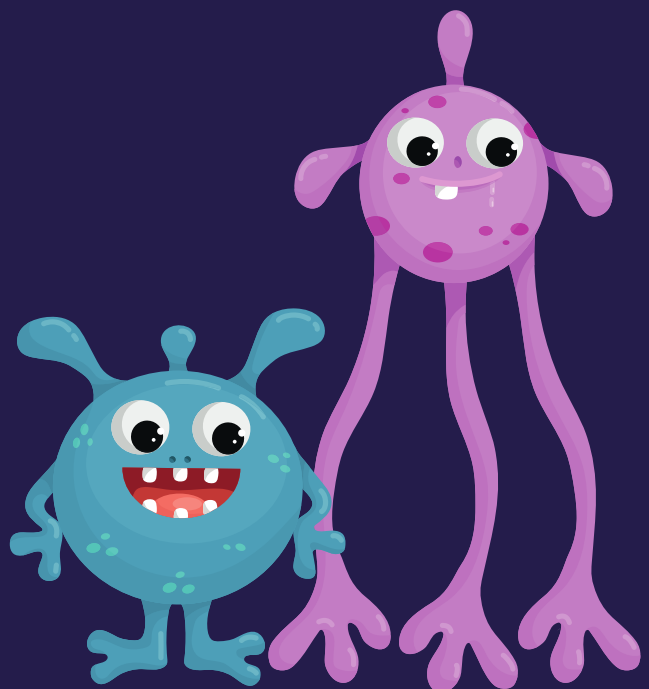
4 -6



7+



30-60 min

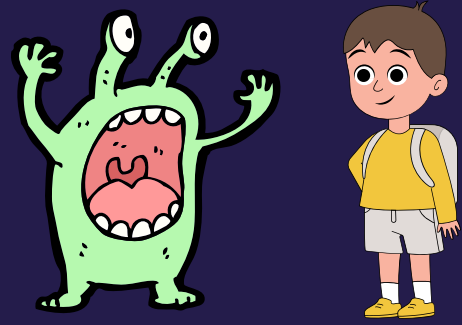


Characters: Aliens and Humans

4 players - 2 aliens

4 players - 2 aliens

6 players - 3 aliens



CARDS

Knowledge Question (1 point)

You will find a question mark on the card. If you are such a good traveller, you should know the correct answer. If you are right, you move 1 step forward. If you are not sure about the right answer, you have the possibility to ask for help to other players - be careful who you are listening to, not everyone is in your team. If you answer correctly, you keep the card on your side facing it up, if the answer is incorrect, you keep the card facing down next to you.

Shield - if you collect 2 Knowledge Question cards, the cards function as a shield in case some dangerous things happen. You can protect yourself, or choose to protect your Human or Alien partner in the game. The shield can be used only once per 2 KQ cards. After using shield, you have to keep cards facing down.



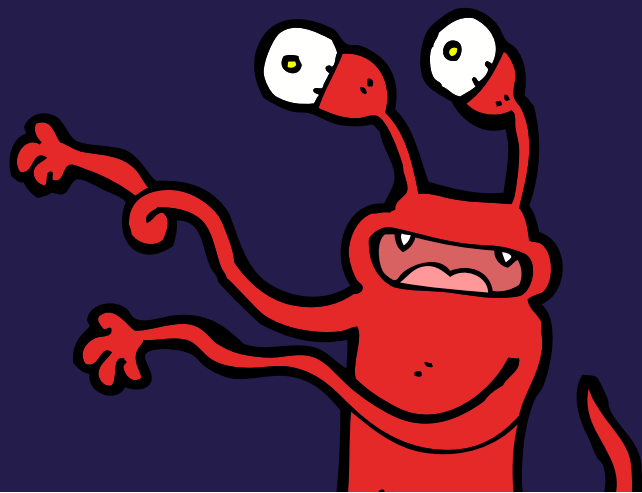
Challenge (2 points)

There will be letter "C" that represents challenge on the card. After picking up this card player will have to do the challenge that is written on the card. It can either be singing, dancing, problem solving etc.. By completing the task player automatically gets one point. If the audience (spectators) enjoy this task and agrees that it was well done, they can give one extra point to the player. This discussion can help to observe who is in which team. Did the Aliens vote for you? Are humans noticed as human beings? For this card player has 1 minute to prepare the task. However the destiny is in the hands of others. In case others can not decide, player may repeat its task to convince them.



Special cards

Here we go. Do you feel the speciality? Sometimes when travelling you can be in a situation which helps you to move forward and sometimes it could happen that new things surprise you so much, so you just stay with an open mouth to observe a new culture, or go back to find your lost things.



HOW TO PLAY

The roles will be divided based on the number of players. Shuffle the character cards and share them among the players. The starting position is for everyone the same. (start) .

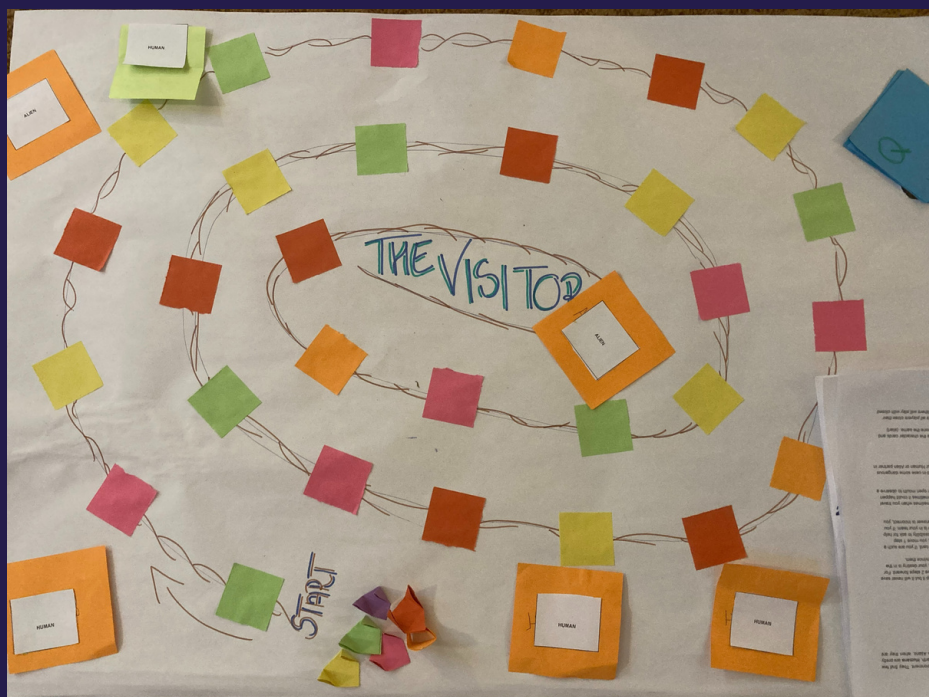
In the game, there are at least 2 Aliens. Before the game starts all players close their eyes, and only those who have the Alien role, open their eyes. Others will stay with eyes closed.

In the next games, to make it harder, you can play that also Aliens do not know each other.

The round goes like this. Pick up the card. If this is Knowledge Question card player needs to read it to the person on the left. If it is challenge or special card, you silently give it to the player on your left. Youngest player starts.

Goal is to reach the land as fast as you can and try to figure out who the aliens are.

The game is over, when one of the species - Humans or Aliens reaches the final destination and becomes a visitor.



THE TRIBE



**Do you feel like next Steve Jobs when it comes to technology?
Or maybe this 21st century technology world tires you out
and you prefer to connect with nature? The tribe is a game
that helps you to find out your strengths and weaknesses
through questions and tasks and to understand which tribe
you belong more.**



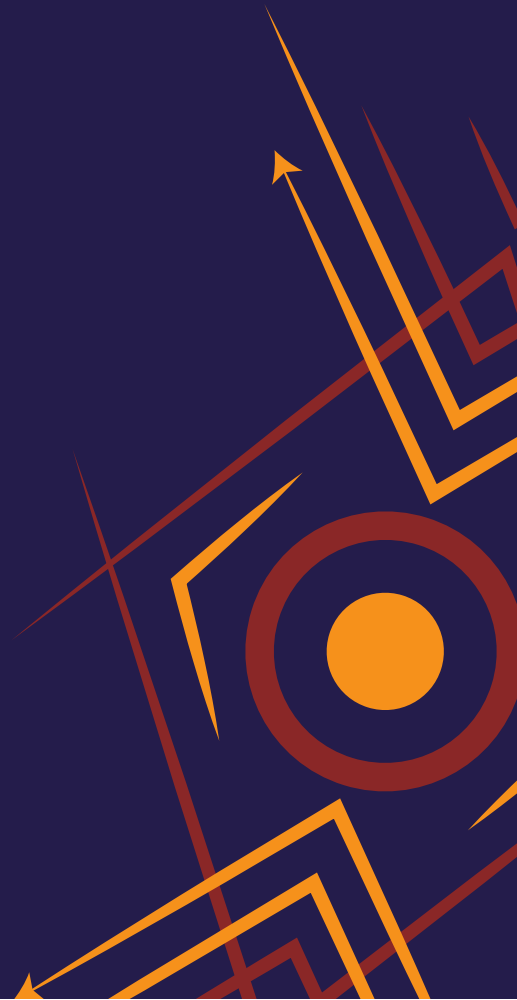
2-10+



7+



30-60 min



HOW TO PLAY

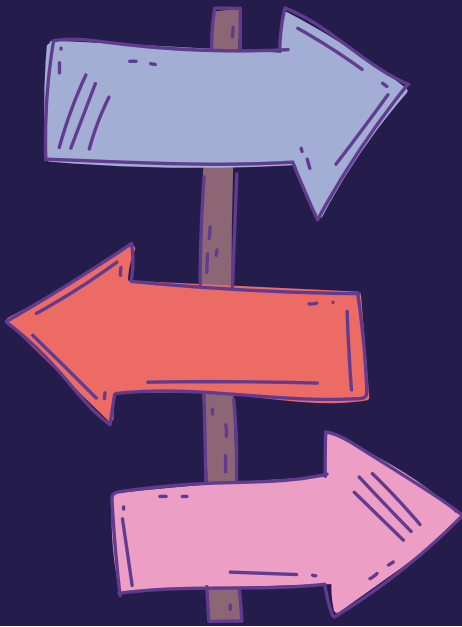


Each player chooses their token.

Every player puts their token at the central starting point of the map. In order to choose the first path player will have to roll the dice. Dice will show three arranged outcomes – three paths that player has to take or if it can choose it freely

A second d4 dice will allow to move on the map, 1-2 one step, 3-4 two steps.

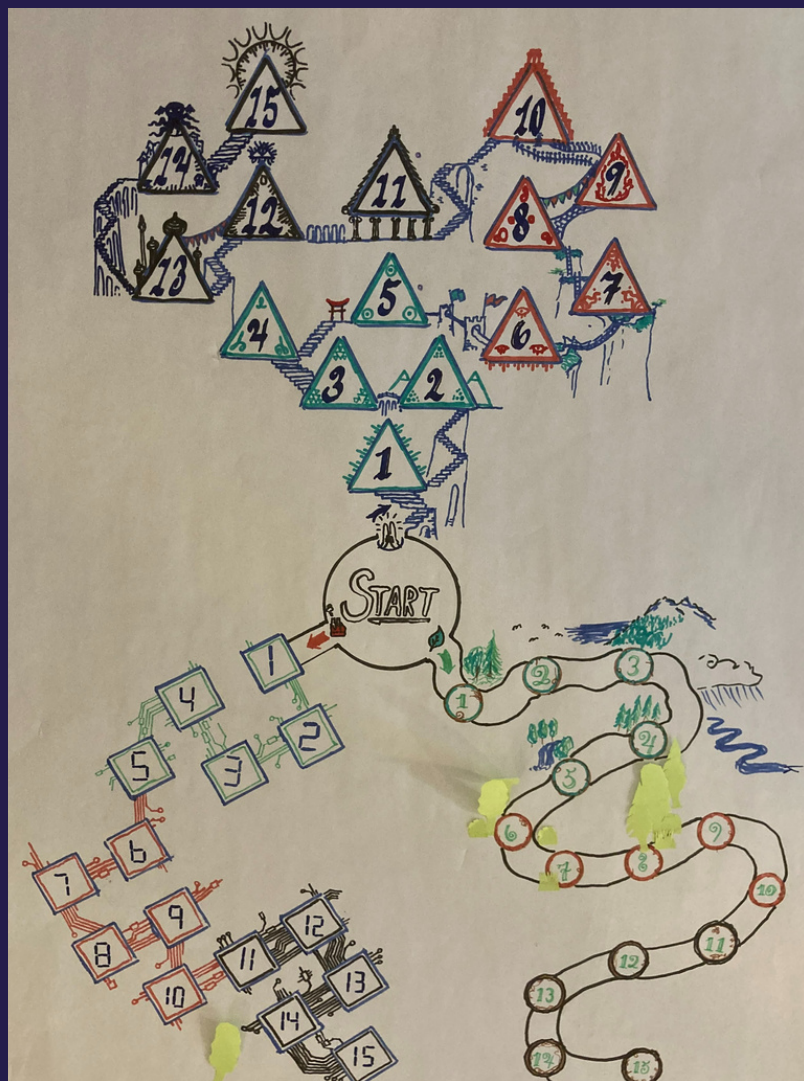
Every path has its own specific related topic and it will be divided in three different levels of difficulty, the first 5 steps basic, from 6 to 10 intermediate, from 11 to 15 hard. For a total of 15 questions for each path. For each correct answer player will receive 1 point in the basic zone, 2 points for intermediate and from 1 to 3 in hard zone. The first player that achieves 30 points stops the game.



Each player will have 3 lives for each path. Every wrong answer will take one of them. When a player will reach the last step of a path answering correctly to the task without earning all the necessities points to end the game, player will automatically be teleported to the starting point of the map and will choose arbitrarily a second path to follow.



For some of the tasks/questions, the others players are involved in the game and they will have to agree upon the accuracy of the answers and together will decide how many points to give.



THE VILLAGE



You're a spirit-obsessed villager. By the day you are a representative of your profession, you work and perform various tasks, earn gold. But the nights are what unite these villagers. Because at night mystical things happen and spirits appear. They can be both good and bad. But the only way to win is to work with the rest and strengthen the community and the surroundings of your village. Will you succeed?



5-12



10+



40 - 80 min



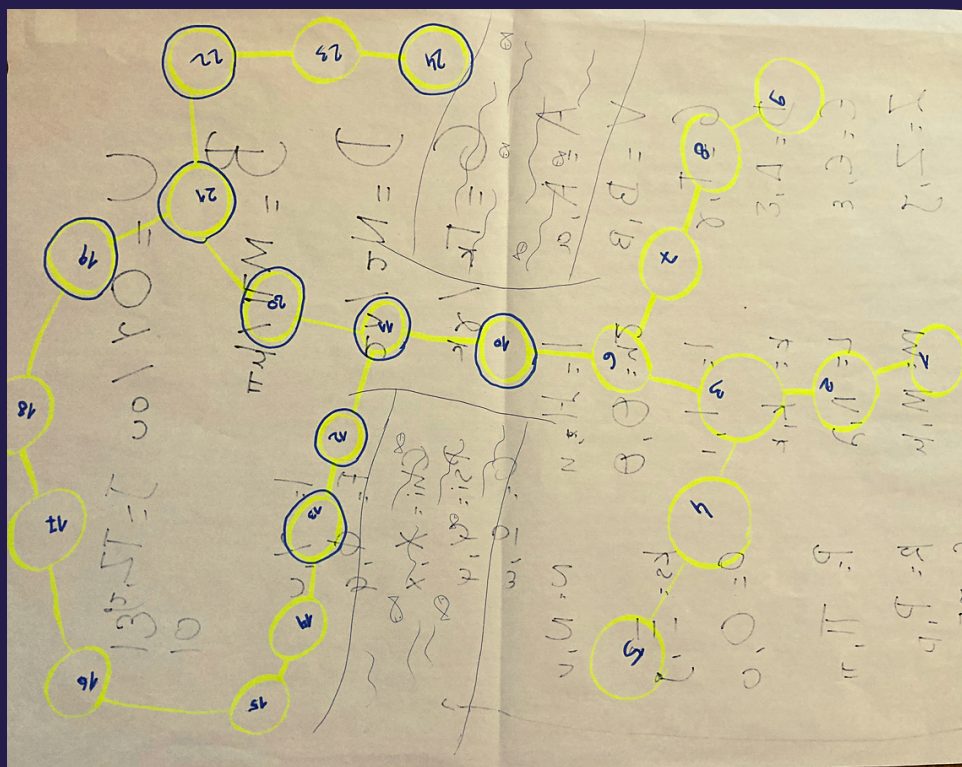
The purpose of the game is cooperation between the team and it is divided into several rounds (5-10)

The game consists of a numbered board and cards, each card is a character, the doctor, the woodcutter, the priest, the Blacksmith, etc.

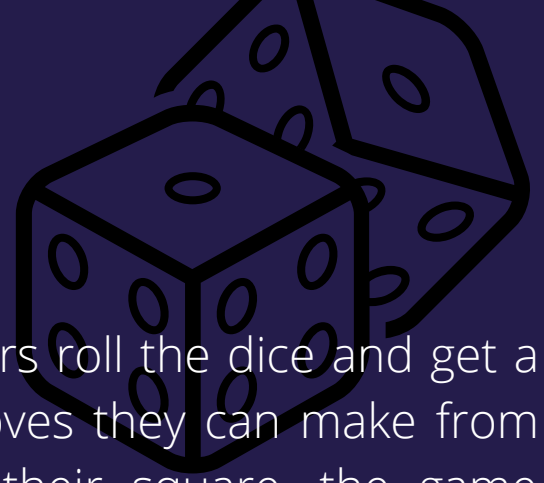


There can be more than one person with the same character card and each character card has a unique ability, for example, the doctor can heal wounded.

The board is numbered and has several starting and ending points.



HOW TO PLAY



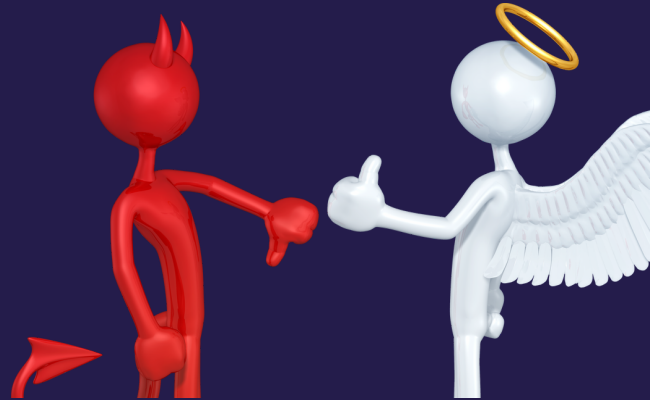
At the beginning of the round, the players roll the dice and get a number, that is the total number of moves they can make from their starting point. Once they reach their square, the game director who has a book with the different configurations of the squares, indicates to the players that they have had something good or bad, they may have to lose all the gold they had or that they have to multiply the gold they were going to get during that turn.



When all the players have done this they will know the total number of gold coins that each of them are going to get.

Clarification: each character is assigned a number of gold coins that they get for each turn, however, this number can vary depending of the square in which they land

Once the first round has been played and all the players know what total number of gold they will have, one of the spirit attack cards is turned up, these attacks can be good or evil, attacks made by spirits of good people or historically bad people.



Before the attack starts, the players decide if they want to donate gold to each other or not, this is because, if the attack is evil and takes away gold and some of the players are left with a total of zero gold coins, this player will be eliminated and therefore the whole team will lose the game. Once the players have ensured that all members of the society have a minimum of gold to survive the night, the surplus is accumulated in the town hall.



The gamemaster also has a list of possible purchases that players can make. These purchases are intended to increase and improve the resistance of the entire town, for example, they can buy watchdogs, watchmen, watchtowers, walls, etc. .



Each of these elements increases the resistance of the town since each attack made by the evil spirits has an associated number of points of damage that they can inflict.

With these rules you have to play the game and you have to take into account that all the players must reach the last round, this is the only way for the players to win.