





## Arciragazzi Portici “Utopia A. Attanasio”

in cooperation with

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MEDIA DEVELOPMENT CENTRE “DIALOGUE” (Ukraine)



# YOUTH IN ACTION PROGRAMME

IL LUDOBUS DEI DIRITTI

Autobuzul Ludic

Грабус про права

Իրավունքների Խաղավտորու

Grobuz praw

თამაშების მოძრავი ავტობუსი

Іграбус правоў

Tiesību spēlbusiņš

Õiguse mängudebuss

# THE LUDOBUS OF RIGHTS



*“Children are not mini-persons  
with mini-rights, mini-feelings and mini-human dignity.  
They are vulnerable human beings with full rights  
which require more, not less protection”.*

Maud de Boer-Buquicchio,  
Deputy Secretary General of the Council of Europe

October 2005



## Reading about:

- What is a Ludobus?
- Its history
- Vehicles
- Why the ludobus
- The Ludobus aims
- The “Ludobusista” (The Ludobus Educator)
- The projects and/or activities
- The good player
- The materials and the safety
- KEY WORDS
- SOME IDEAS FOR LUDOBUS’ GAMES



## What is a Ludobus?

**LUDO**= Latin word for “game”

**BUS**= English word for...bus!!

The Ludobus is a mobile equipped vehicle by which animators, educators, pedagogues through the games make educational activities in the squares, in the streets of big/small cities, mountain Communities, hospital and wherever. The Ludobus is usually an expression of a joint venture between the public administration (such as municipalities) and private social organizations (such as cooperatives/associations). Sometimes it is a direct emanation of public bodies.

### General Purpose

The Ludobus is an animation itinerant game with a cultural valence and educational opportunity which will encourage spontaneous and organized meeting among people to play in some places where they live and promoting the participation of children, adolescents, adults and the elderly, and based on the respect, on dignity and their differences.

### Who can require for the Ludobus

Ludobus can be required by public bodies, local authorities (provinces, municipalities or individual members), associations (voluntary, cultural, sports), committees, schools of all levels (public and private), local authorities, community centers, recreation centers, oratories, companies, cooperatives, companies etc.





## Its history

In 1969 the first road “Playbus” was organized and implemented in England. In Germany the first “Spielmobil” were born in the early 70s, with some projects developed almost simultaneously in Monaco of Bavaria, Cologne and Berlin. The idea of Ludobus is earlier, as in the United States, his activity started at the early years of the Second World War.

The experience of the German Ludobus, very significant and wide ranging, has indeed been important and decisive for the development of similar projects in other European countries including Italy, Spain, France and Eastern Europe.

Since the early 80's, the national associations of Ludobus were created at different times in different cities.



## Vehicles

Here you go from the bike to the English double-decker bus, passing through the three-wheeler, the car, the van with or without trailer, the truck, the bus, the train, the boat, ship and so on...

Even these vehicles are so an expression of Ludobus such as shopping carts, containers with and / or without wheels, Caravans etc..

Here we can only say that smaller vehicles will usually used only as a means of transport for the most varied and colorful play materials, while the larger ones are often set up so that you can also perform some activities inside them.





## Why the Ludobus

The Ludobus creates a safe and stimulating experiences to socializing and to make friendship, and it offers the opportunity to learn to use a lot of toys, hardly available for a single person. It plays a role in education and in the aggregation as a “meeting space” with recreational, learning, and cultural purposes. It can also be used in other educational contexts such as schools.

- The Ludobus promotes activities in the streets, in parks, schools, university, in the hospitals and etc;
- The Ludobus provides games and toys;
- The Ludobus offers leisure, cultural, sporting, entertainment shows and laboratories of theater, music and circus;
- The Ludobus goes particularly where the children live and encourage them to play thanks to the materials provided and to make them to do new experiences;
- The Ludobus is a way to address the lack of opportunity to play and it is a useful complement to actions for an overall improvement in quality of life.

The service provides by Ludobus is in accordance to the following general principles:

- **Equality:** all services offer to the users the same opportunities and the same level of service regardless of age, sex, race, language, religion, political opinion, psycho-physical and socio-economic issues;
- **Right to choose:** the citizen has the right to participate freely and the right to choose by which toy/game he wants to play;
- **Participation:** it promotes the participation of families even through the chance to make requests, comments, complaints, ideas and suggestions about the services offered;
- **Efficiency:** the service is organized in order to achieve the maximum satisfaction of the participants and the professional enhancement of educators.



## The Ludobus aims to:

- emphasize the centrality and the importance of game in the development of the individual;
- assign to the time of the game the same dignity and value of learning time;
- support the transmission of memory and culture through the rediscovery of traditional games and the research of new forms of game;
- to enhance the relationship between people;
- collecting, through appropriate forms of listening and participation, the needs and requirements of the territory.

**It is open for children from 0 to 99 years!!!**



**The access to the activities of Ludobus is free.**



## The “Ludobusista” (The Ludobus Educator)



He/ She is a teacher, a games expert, able to design in a short time activities to suit in each occasion/event. But it is above all an educator and therefore in the activities proposed, he/she will never forget the value of education and socialization behind each games.

Then he/she should keep Creativity, flexibility and the ability to be a facilitator!!!

### The 11 steps to be a “ludobussista”:

1. designing a game, put always yourself in the shoes of players: every time you have to make a decision about the game, ask if people can enjoy it;
2. Participate with enthusiasm, playing your role without fear: in this way the players less involved, seeing your joy, will lose their inhibitions and they will throw themselves into the game in the right mood to have fun;



3. Try to stimulate the enthusiasm of the players, urging them and shaking their interest. Sometimes it can be useful to find collaborators and accomplices among the participants, who are an example for the participants. You have to play with them, without supporting them otherwise you are removing the zest of playing;
4. Try to involve all the players, why they haven't to play passively or to be idle spectators or still must have no chance to get bored;
5. Try to suggest innovations: often players are bored by the repetition of the games too, if you cannot introduce new models or you are short of ideas, you can make some changes to the game;
6. Make sure that the rules are clear to everyone. The rules must be: simple, clear and understandable and over all they must be respected;
7. Ensure equal opportunities for success for each player: make sure that no player can complain about the rules of the game can damage him;
8. Learn to manage risks: if the players do not act as required from the game, do not force them to follow the diagram, the effect could create a tense atmosphere and not fun, even at the expense of good players. We must learn to take advantage of these new opportunities /risks;
9. Do not humiliate the losers better to avoid prizes for the winner or punishment for the loser: the winners feel better than others in any case!!
10. Beautiful game has to have a short-lived! if the game, although nice but lasts for a long time, players will start getting bored! The best thing is to suspend it and to start from the most fun step after a break, so you will get back a strong and joyful desire to start it again;
11. At the end of each game set a brief evaluation: always check if the boys had fun and what could be improved or repeated. It is important to evaluate the effectiveness of that game and the mood it was carried out and conducted.



## He/She will pay particular attention to:

- Promote the game in autonomous and spontaneous way;
- To promote the autonomy, empowerment, the equality gender;
- Stimulate imagination, creativity and individual capacities/abilities;
- Encourage the group games, socialization, interaction, communication, cooperation, experimentation, mutual respect, the positive relationships with others;
- Intercultural and creative experiences;
- Promote cultural diversity;
- Promote the contact with nature and the surrounding environment.



*"I would rather walk with a friend in the dark, than alone in the light."*

Helen Keller



## The projects and/or activities

The projects/activities are direct forms of organization based on financial and staff structure. We have many different types of Ludobus, here a short catalog:

### **The Ludobus as playground Mobile**

A set of tools playful (slides, swings, climbing structures, elements for construction giants) are brought into the "playground" (any space it is) and made available to children.

### **The Ludobus as a playroom**

Children can borrow materials such as balls, ropes, board games, stilts, tools for sports games, etc..

### **The Ludobus as "House of the Game"**

There are manual tasks and practical workshops for all children and also group games, board games and other materials typical of the toy- library;

### **The Ludobus with a specific theme**

In this case the Ludobus is equipped with specialized equipment and personnel to clearly defined themes such as: The Circus, The Romans, Native Americans, etc..

### **The Ludobus as a range of cultural and educational knowledge**

The activity opens up and makes a better access the center of culture to children, with the aim of using the games as a means of learning and acquisition of new cultural skills.

In any case the Ludobus must take into account and to relate to each other the cultural, recreational, educational and social impacts of the activities and the contexts in which it operates.







*“Consider your life as a game and the world as a game field”*

Baden Powell

## The good player

1. He throws himself into the games, without sparing because there is nothing to lose and he has to avoid controversy. Needs if the proposed activities may seem absurd, try to participate to the maximum.
2. discipline: he knows the importance to respect the others and especially towards the teaching. If you are not willing to abide by the educator, you might as well not participate in his games. Compliance with the rules will also lead the avoidance of continuous and annoying calls



3. Knows and respects the rules: they represent the boundaries of the activity, beyond which you cannot go. Their function is to assure everyone the most fun.
4. He can play with cunning good player uses cunning to defeat opponents, keeping them within the limits fixed by the animator and rules.
5. He knows how to use imagination.



**“Games lubricate the body and the mind.”**  
Benjamin Franklin





## The materials and the safety

The materials used during the animation time are:

- Games and toys with CE marking indicating compliance with the requirements of the law;
- gym and sport equipment;
- handicraft, not commercially available, made in a workmanlike manner and especially designed in order to develop special skills;
- Various tools (scissors, hammers, pliers, paint brushes);
- recovery and recycling material (bottle tops, mosaic tiles, paper, cardboard, wood);
- consumables (paper, pens, tape, glue, colors).

The Ludobus educator has to give information on the proper use of games, materials and equipment according to the requirements, warnings and instructions provided by the manufacturer and suggest to children toys and games, age-appropriate and suited to their abilities.

**The games and materials used during the activity are subject to be checked on the state of hygiene, maintenance, cleaning and replenished (if necessary) in order to ensure youth's safety.**



## KEY WORDS:

### RESPONSABILITY

Each Ludobus educator has the responsibility of staff, of area and of his colleagues.

Everyone is responsible for the material contained in Ludobus and care must be taken that it is not missing or damaged. In each output of Ludobus a part of the material is always damaged, which is why the voice material should be considered as fixed cost.

### TEAM

For a successful output, Ludobus requires strong cohesion and harmony within the working group.

Often the animators during the organizational meetings and before starting the activity ,play together and this has the following objectives: heating, fun to get into an emotional mood to be transmitted to others and strengthen the harmony of the group. In the course of the outputs, each educator will be engaged to run in some games or to make sure that everything is in order, to prevent loss or damage of materials or even to turn glancing at colleagues who are conducting the games. The animator who performs the last two activities, therefore, should be ready to step in and help his colleagues, if their need arises.

It is therefore necessary to avoid situations in which the leader of games is forced to ask for help by calling several times his colleague or even seeking them physically. If there is a good group, a “look” will be enough to draw attention and ask for support!



*“A fisherman does not bait his hook with food he likes.*

*He uses food the fish likes. So with boys.”*

Baden Powell

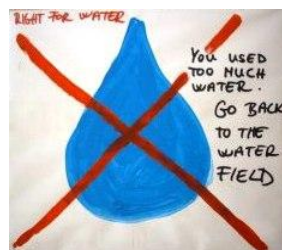


## SOME IDEAS FOR LUDOBUS' GAMES



**MATERIALS:** cartons, colors, papers, glue, chawks, balls, plastic bottles, water, cans...

You can create: "snakes and ladders", "settimana", "videobox", "memory"...







Many games are available as result of government purchases or donations  
or easy to be found or created such as:



Hula Hop



Balls



Skitti



Bowl



Hurdles



Handmade Musical Instruments



# BUILDING TEAM GAMES

**AIMS:** Problem solving ; Cooperation; Communication

## 1. "WALKING ON THE CLOUDS"

### WHAT YOU NEED:

- Two chairs
- N.2 groups of 10 people
- Creativity

### WHAT TO DO:

the 2 chairs, placed opposite one another, represent the clouds in the sky;

the group (on turn) has to help n.4 of their own team players to reach the other cloud without touching the land;

n.4 different solutions to reach the goal!

**TIME OUT:** 15 minutes

**PENALTY:** do not touch the land... 'Cause you will start again!!!



## 2. "SPIDERMAN"

### WHAT YOU NEED:

- a long rope
- N.2 groups of 10 people
- Creativity

### WHAT TO DO:

Finds two trees (in the city ... two poles!) and build a spider web with the rope. The players of each team must find a way to pass at least number three of their companions through the spaces of the web.

n.3 different spaces requested to reach your goal!

**TIME OUT:** 5 minutes

**PENALTY:** do not touch the web, the trees or the poles...'cause the team will start again!!!



### 3. "BATTLESHIP"

#### WHAT YOU NEED:

- adhesive
- N.2 groups of 10 people
- a good memory and a good capacity to work in team!

#### WHAT TO DO:

Build a chess-board by adhesive. A Captain will mark the boxes (on his own paperbook) that should not be touched by the sailors. On turn, the players try to walk on unmarked boxes even by visual memory help of their teammates.

**TIME OUT:** 10 minutes

**PENALTY:** do not walk on the wrong box... 'cause the next players will start again!

	A	B	C	D	E	F	G	H	I	L
1										
2										
3										
4			X							
5						X	X			
6		X						X		X
7				X						X
8	X	X						X		
9										
10										





## “KNOWING EACH OTHER” GAME



**BALLOONS:** participants sit in a circle and each is given a balloon on which he will write his own name. At "GO", everyone throw his balloon in the air and choose one (but not his own ballon!). At this point, each participant will have a balloon with the name of another person, which will be paired with. On turn, a participant goes to the center of the circle and will play with the participant whose name is written on his balloon. The aim is to break the balloon using the contact between the two bodies. You can't use hands or feet but just your body!!



**METRE & ROPE:** every participant sit in a circle and on turn, using his own creativity has to give to these two "objects" another "form" and another use of it. Of course you can put in the middle of this circle whatever you want. It's up to you!



## SPACE GAMES

**Aims:** Increasing the “perception” of the space (the one in common and the individual too); problem solving; cooperation; team building and TO HAVE FUN!!!!

### WHAT YOU NEED:

- a parachute
- a huge number of teens
- a huge number of balls!

**GAMES :** waves; soccer; fungo ( mushroom )



## NEW parachute game

### “Swimmers & sharks”

created by EUROPEAN ASSOCIATION OF YOUNG REGIONALISTS (Poland) team

for “Right to the game” (2012)

#### WHAT YOU NEED:

- a parachute
- N. 10 young swimmers/parachutists (around the parachute)
- a huge numbers of teens /sharks (under the parachute/sea )
- n.4/6 lifeguards (walking around the sea/parachute)
- strength!!!!

#### WHAT TO DO:

The sharks have to keep and pull the swimmers under the parachute.

The lifeguards has to safe the swimmers from the sharks keeping them out from sharks' mouths!!If they do not manage to save them, the swimmers will became sharks too!!

**Aims:** Increasing in teens the capacity to asking for help; increasing self-confidence



## The Common Games

The common games are physical, manual or intellectual activities( such as football, “hide and seek”, quizzes, memory, “snakes and ladders” etc ) which involve agonistic players.

The games have the following common features:

- Participants play alone or in a balance teams;
- Are short-live (10 to 30 minutes)
- Do not require special preparation
- Require few material
- Lend themselves to all sorts of variations
- Are appropriate for any occasion

You may use the common games when you are not very familiar with the players (to create harmony), to starting or to finishing the activity of the day, to occupy their free time.

In addition, several common games can be joined to form a more complex game, as a Olympiad, a path littered with evidence, an activity theme (the theme of friendship, sharing, adventure, etc., etc..)

Try to create your own rich common games catalogue, because without doubt they are the games that you can propose more frequently. They are a very valuable resource to draw upon in times of need!!



# LUDOBUS LABORATORIES

## ECO-GAMES

Create a space where to set a eco-laboratory up and start with the guys to build games such as memory, “snakes and ladders”, cans pyramid etc etc using just recyclable products!

## PHOTO - GALLERY

Create a space where to set a “photo” gallery where the guys can watch pictures, comment them, leave a mark, transform it in a drawing, to express their feelings in a poetry or in a song.

## MUSIC- CORNER

Create a space where everyone can get his own instruments. Leave their creativity coming out through the use of ropes, boxes, cans, cartons etc etc

## PUPPETS – SHOW

Create a Theatre corner and leave the guys to create puppets ( using plastic bottles, used/old materials etc ) and to set a show up with them. It will be very funny to listening their stories!!

## TALES STORY – CORNER

Create a fancy area with colourful pillows and Carpets: a magic area. Then invite children to tell a story and help them to edit a book with painting etc etc.



## Hot-air balloon Laboratory

**WHAT YOU NEED:** balloons,glue,colors,papers,glasses and whatever you need for decorating it (such as pearl,bottoms,top bottles etc ).

**PROCESS:** Cover a balloon with several layers of paper by a solution of glue and water.

After at least 5 layers of paper, give a coats of white tempera to uniform the base ( it would be better to make the last layer by a white paper) and then paint it with colors and your imagination.

Then use a plastic cup, a small basket or a muffins box and created the base of the balloon.

Your Hot-air ballon is ready to fly!





A YOUTH EXCHANGE CAN REALLY CHANGE YOU!!!

Do you want to be the next ONE to be changed?

Contact us at:

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**"Games are the most elevated form of investigation."**

Albert Einstein

