



## **MATERIALS NEEDED FOR APPLYING for The Game of the Goose**

**We need:**

**white paper A4,**

**glue,**

**marking pens,**

**playing pieces, (we used coloured champagne corks)**

**2 dice (made of a piece of wood and coloured dots)**

In the present project, a large path has been prepared, suitable for the project work room, with all the numbered boxes, the placeholders in different colours and a clearly visible 7 cm x 7 wooden die. The boxes of the geese, which double the shot made, were highlighted by bright yellow ducks.

All materials are re-used, and further recyclable.

### **Adaptation for the topic of NEET'S**

The special boxes were designed according to the theme of the project, the NEET phenomenon and in particular:

- two labyrinths, where the young person, confused by the difficulties of orienting in the world of work or training, gets lost and stands still for a ride
- Three sofas, to recall the prejudice according to which NEETs would prefer to spend the day lying on the sofa, instead of taking initiatives: even here you must stop for a while
- The traditional prison has been replaced by a broken sofa: in that space you stop until another player arrives to free you, taking your place
- The bridges, which create opportunities for meeting (they are also a traditional symbol of Europe, appearing on euro banknotes) allow you to progress faster along the path, passing to specific more advanced boxes.