

# BOOKLET

To

# RE:PLAY!

## Gamification in Youth Work

Busteni, Romania

31 AUG - 10 SEPT 2019

International **Training Course** for Youth Workers from:  
Romania, Bulgaria, Hungary, Finland, Italy, Latvia, Spain



Erasmus+

“We don't stop playing because we grow old; we grow old because we stop playing.”

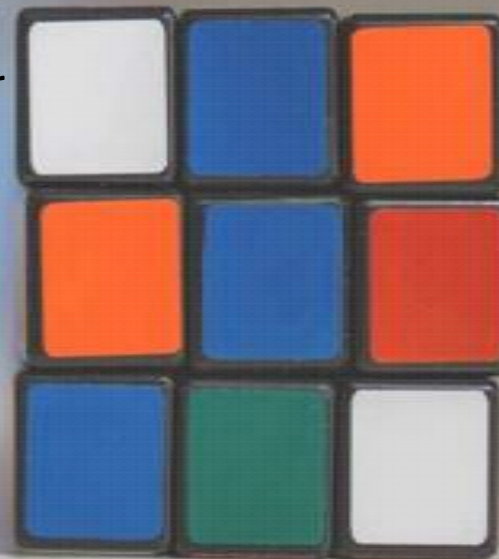
— George Bernard Shaw

## About Re:Play!

Re:Play is a Training Course that brings together youth workers from 7 European Countries, that happened in Romania, between 31 August - 10 September 2019.

It has been an unique experience, a journey of learning, growing, recycling, connecting, creating, while setting up and playing your own rules in a group context!

The training was fully financed by the Erasmus+ programme.



Erasmus+





# FOR WHOM?

youth worker,  
trainers,  
coachs,  
facilitators working  
regularly with young  
people.

For youngsters that spice up  
educational methods and create long  
term results while enjoying it

In this information  
booklet you find details  
about educational tools:  
gamification,  
upcycling,  
educational board  
games,  
tools for competences,  
creative methods,  
beautiful ideas to  
practice,  
from the bin to the  
exhibition.



## Where?

Bucegi Mountains,  
Complex Gura Diham,  
Busteni, Romania,



## When?

*At the end of the summer*

**31 AUGUST-  
10 SEPTEMBER**

**2019**

*Upcycling your perspective during 10 days of  
Training Course*

## What

The AIM of the project is to build capacities of youth organization to contribute to a cohesive and active society, through developing specific competencies in designing educational games addressing social, environmental and global issues. All this by passing methods as gamification and creative recycling in practice: to Increase the level of awareness of Youth Workers through educational tools, and empower them with nonformal methods to increase the level of creativity, self confidence

## Activities

Creative tools trough Gamification and Upcycling methods:

Masterpiece process

Design Thinking - Land art

Be a designer!

Clearing

The magic power of board games

Creative recycling workshop

Connecting through educational board games

Planning and creating board games in teams

Tetra pack complex

Reflection on the learning process

Preparation for the event in support system

created by the participants

Workshop for teacher in Busteni school

Open event in the Community



# WHAT?

Upcycling, Board and Card games are a **POWERFUL** medium to transfer the message and that they can be made in the educational setting with very little resources involved. We aim to transfer these insights to You and to start mainstreaming board and card games into the educational youth work field (all this especially created from recycled materials).

“RE:Play” was based on the premise that creative recycling and edugames (used in youth work, communities, workshops, trainings), which are approaching urgent issues related to social exclusion, disempowerment and radicalisation of young people, as well as various global challenges, are making a very big contribution by including young people (because they are innovative, attractive, user-friendly), raising awareness, responsibility and engaging diverse target groups.



## What is gamification?

GAMIFICATION IS THE USE OF GAME DESIGN AND MECHANICS TO ENHANCE NON-GAME CONTEXTS BY INCREASING PARTICIPATION, ENGAGEMENT, LOYALTY AND COMPETITION.

These methods can include points, leaderboards, direct competitions and stickers or badges, and can be found in industries as varied as personal healthcare, retail—and, of course, education. Games, in any form, increase motivation through engagement. Nowhere else is this more important than education.

With this methods you have the chance to build those methods into your work with your target groups.

## What is RE:Play?

REPLAY IS A NON FORMAL LEARNING PROGRAMME WHERE YOU CAN EXPERIENCE THE MIXTURE OF THE ABOVE MENTIONED 2 METHODS: HOW TO DEVELOP AND CREATE GAMES BY USING RECYCLED MATERIALS.

## What is creative recycling?

CREATIVE RECYCLING IS A PROCESS WHEN YOU GIVE A NEW LIFE TO WASTE MATERIALS, BY DESIGNING AND CREATING SOMETHING UNIQUE AND DESIGNED.

Creative recycling gives you the opportunity to look at waste materials (as well as circumstances, your environment, human resources around you) as a source of inspiration, as a base from which you can start, build and create.



# Who is part of REPLAY?

- Youth Worker, over 18 years old
- Volunteer of a youth NGO
- Mentor
- Trainer, Facilitator
- working regularly with a specific target group
- a resident of Romania, Bulgaria, Hungary, Finland, Italy, Latvia, Spain.

During the project, we explore different social thematic, we explore the steps required for developing sustainable materials and cooperative **EDUGAMES** (that are used in youth work field, communities or training/workshops, schools) and develop edugames which will be implemented and evaluated during the training itself and later on in each community, disseminated and promoted among other youth NGOs



Diana  
Vestineanu

## Game designer & Visual Facilitator

I am an up-cycling trainer that encourage looking at education from different perspective.

I love to create activities and games to inspire youth to make a shift from personal to global responsibility. I believe that changing perspectives has a big impact in education, especially trough creative recycling and gamification.

**My mission is to inspire youth to develop and express themselves trough playing, drawing, creativity, learning and interacting with their communities for a better environment.**

My vocation is to facilitate learning experiences and methods in order to guide and inspire people to develop better competences for their personal and professional life.

# Trainers



Anna  
Sipos



## Freelance trainer, designer, Co-Founder of ReCreativity Social Enterprise

I am working actively with people and with up-cycling in the past 7 years. In the trainings I use our method what we call creative recycling and I **enjoy to observe the variety of working styles, design, uniqueness and the creations what people bring.** This keeps me going in developing the method by combining it every time with different added elements, this time gamification! So many physical sources and human resources are around us what we don't see or we don't look at them as opportunities for creation. With this training I also want to remind myself to play, to be in the moment, to create enjoyment while learning.



# ACTIVITIES

**DAY 1 – Arrival of the participants**  
Registration. Getting to know each other

**DAY 2 – Meet me!**

Exploration of the group, build the team, the rules and discover your place. Find out the “WHY”!

**DAY 3 – Inspire me!**

Let's make Networking, create your Pitch, Masterpiece process and Design Thinking

**DAY 7 – Connect me!**

Sustainability block \* Connection is what matters \*. Best practices: Focus on Connections

**DAY 8 – Preparation**

Wrap it up! Safe and supported preparation for the event. The power of tools.

**DAY 4 – Design me!**

Creation process in the Land art. Be a designer and discover the magic power of the Board Games

**DAY 5 – Challenge me!**

Connecting through educational board games. Challenging your potential

**DAY 6 – Create me!**

Find out the Circle of Creativity. Re-framing, planning and creating Board Games

**DAY 9 – Showtime**

Find the best way to express. Appreciation and Feedback

**DAY 10 – Closing**

Focus, Success round, Overview and Farewell party

**DAY 11 – Departure**

Go back home and RePlay your life with different perspective



# REPLAY PARTNERS

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5. ITALY
6. LATVIA)
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# Results

## Re:Play

01

5 Educational Tools of Gamification  
and Upcycling

02

23 Exhibition Art from waste  
materials

03

Workshop in School - nonformal  
education for teachers: Gamification  
and Upcycling methods

04

Event with Community of Busteni -  
creative and nonformal education  
tools for kids, youngster and adults

# What came first: the game or the play?

“Games need to be played, plays do not need to be gamed”

## **The Role(s) of Rules:**

- Games have rules
- Plays do not necessarily have rules OR the rules are transformable
- Limiting context imposed by the rules brings out the play
- Game has a structure: goals, beginning – end. The outcome in the game needs to be different than the starting point.



# Game vs. Play

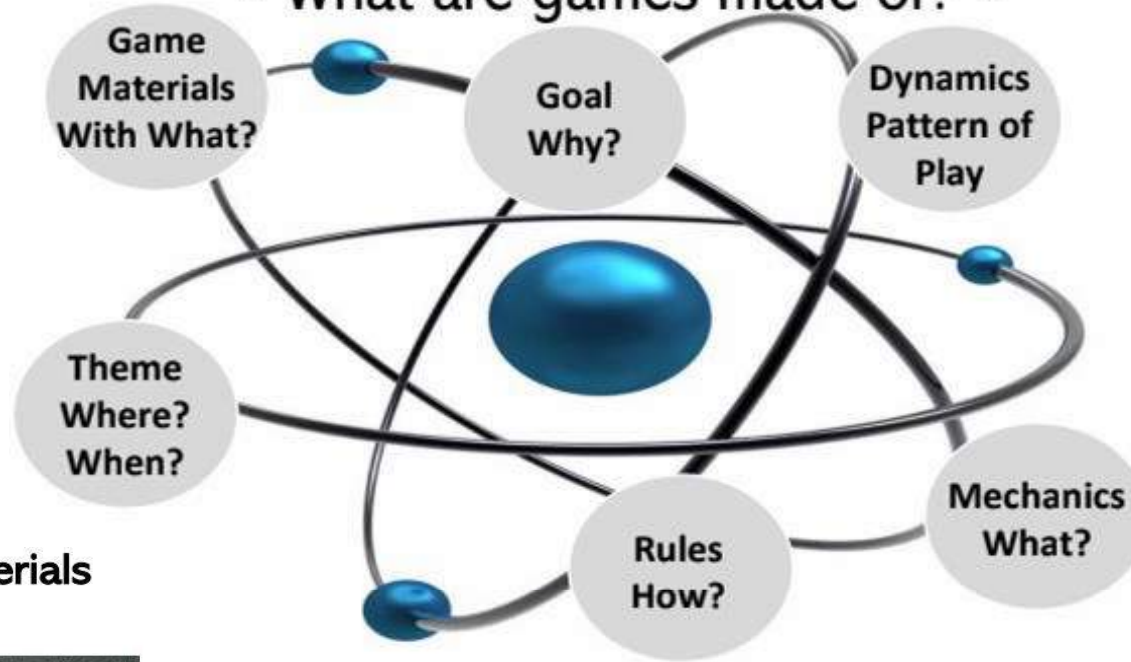
A game is a system in which players engage in an artificial conflict defined by the rules, that results a quantifiable outcome.

- “Rules of Play: Fundamentals of Game Design”
- “Play is a free movement within a more rigid structure. Play exists both because of and also despite of the more rigid structures of a system.”

*(Eric Zimmerman and Katie Salen Tekinbas (2003))*

# Game Design Atoms

## - What are games made of? -



### Game Materials



Avatars

Things that you 'move'

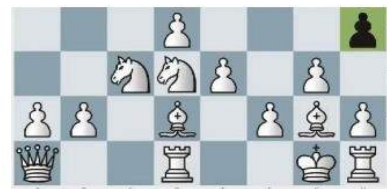
### Mechanics



Dice-rolling  
Deck-building  
Action choosing  
...

If you do X,  
Y happens.

### Rules



Winning  
Condition

Putting  
mechanics  
in action

Game  
setup

Progression  
of play

Player  
actions



# Educational Tools for Youth Workers

This list of games we propose them that you could develop playing each game. Most of the games can be played in more than 1 way. More competences can be displayed and practiced while playing.

1. Brave Art
2. The Labyrinth of Life
3. The Stairs
4. Bomb Master
5. The Secret of 5P
6. The Flight \* \* \*



## I. "Brave ART" Board Game

Steps How to build your own game:



# I. "BRAVE ART" BOARD GAME

## 1. Topic/ general theme of the game:

- Brave Art is a game about history and especially art history. The players will travel through art ages in order to collect art pieces. The players will compete against each other, but they will have to cooperate as well; they will face a common enemy, the Censorship that wants to destroy all the art pieces. To collect the art pieces, the players must answer different questions about history, art history, culture etc. in connection with each of the ages and some characters can help them.


## 2. Rules for the game







- The objective of the game is that the winner must collect 7 art pieces faster than the other players.
- At the beginning of the round every player picks up one random character without showing it to the others. After everybody chooses a character, the first player rolls the dices. The red dice sends the player to one of the six ages, the blue one shows in which position. The player chooses a question card, an accident card or a special one according to one's position. If the player picks up a question, they must answer immediately; if the player chooses an accident card, its effect starts immediately; if he picks up a special card, the player keeps it without showing it and can play it out whenever they want. After all the players had their round, one player rolls the dice for the Censorship. If the Censorship reaches one player, it will pick up a random piece of art card from it. In order to have it back, all the players have to roll their dices to have it back; they have it back if the number is equal or bigger than the value of the piece; if not, the Censorship keeps it. If the players are less than six, the dice must be thrown six times anyway. After the Censorship round all the players mix all the character cards and they pick up a new one starting from the player next to the one who started the first round.

- Accident cards: every age has 10 accident cards with different effects: 3 pieces of GO TO THE ARENA cards, 3 pieces of GO TO THE PRISON cards, 1 piece of GO TO THE MUSEUM card, 1 piece of YOU GET AN ART PIECE card, 1 piece of THE CENSORSHIP FINDS YOU card and 1 piece of GO TO THE NEXT AGE card (if you are in the last age you go back to the first one).
- Special cards: every age has 5 special cards: 2 pieces of FREE EXIT FROM PRISON cards, 2 pieces of YOU WIN ONE ROUND IN THE ARENA cards and 1 piece of PICK UP ANOTHER'S PLAYER CHARACTER card.
- Every character has a special skill, you can use it whenever you want in your round. When you use it, you must reveal the character.
  - Sulpicia, Homer, Artemisia Gentileschi: you must use their skills before you answer a question.
  - Roland: when you use his skill, you can use the skill of another player's character according to the number of the dice you roll. If nobody is on the age of the number, you take the closest one (like for the arena).



### 3. Cards

<p><b>SULPICIA</b> (Ancient Age)</p> 	<p><b>JOAN OF ARC</b> (Gothic-Romanic)</p> 	<p><b>ELIZABETH I</b> (Renaissance)</p> 
<p><b>Dualism:</b> she has the right 2 question and she can to choose which one she wants to answer</p>	<p><b>Sword of God:</b> the number of her dice is double when she fights the censorship</p>	<p><b>Majesty:</b> if she defeats the censorship she gets back her piece plus another one which the censorship took before</p>
<p><b>ARTEMISIA GENTILESCHI</b> (Baroque- Rococo)</p>	<p><b>FRIDA KHALO</b> (Neoclassicism-Modern Art)</p>	<p><b>GRETA THUNBERG</b> (Contemporary Art)</p>
		
<p><b>Shadow:</b> she can reveal one wrong answer to a question</p>	<p><b>Unstoppable:</b> if she loses a piece of art, the censorship loses a round</p>	<p><b>Gamechanger:</b> her dice has a bonus number which is the same of the age she is in</p>

<p><b>HOMER</b> (Ancient Age)</p> 	<p><b>ROLAND</b> (Gothic-Romanic)</p> 	<p><b>LEONARDO DA VINCI</b> (Renaissance)</p> 
<p><b>Wisdom:</b> if he gives a wrong answer he can try again</p>	<p><b>Olifant:</b> Roland can call another character from the age of number of the dice</p>	<p><b>Masterpiece:</b> he throws the dice twice and he can choose the best shot</p>
<p><b>CARAVAGGIO</b> (Baroque- Rococo)</p>	<p><b>PABLO PICASSO</b> (Neoclassicism-Modern Art)</p>	<p><b>CHRISTOPHER NOLAN</b> (Contemporary Art)</p>
		
<p><b>Still Life:</b> when he loses a piece of art it loses half the value during the fight against censorship</p>	<p><b>Scomposition:</b> when he throws the dice he can choose between the number he got or the number on the hidden face of the dice</p>	<p><b>Interstellar:</b> he can travel in the age he wants, without throwing the dice</p>



<p>What period of time is covered by the Middle Ages?</p> <p>a) 500 BC to 500 AD b) 1 AD to 1500 AD c) <b>500 AD to 1500 AD</b></p>	<p>2) What event signaled the start of the Middle Ages?</p> <p>a) The attack of the Vikings b) <b>The fall of the Roman Empire</b> c) The crowning of Charlemagne</p>	<p>What invention of the Egyptians was important in enabling them to run a complex government?</p> <p>a) <b>Writing</b> b) Cosmetics c) Irrigation</p>	<p>What major part of the Ancient Egyptian culture played a significant role in the government?</p> <p>a) Art b) <b>Religion</b> c) Science</p>
<p>What is the difference between the Middle Ages and Medieval Times?</p> <p>a) <b>No difference</b> b) The Middle Ages took place first c) The Medieval Times took place first</p>	<p>Does the Dark Ages refer to the first half or second half of the Middle Ages?</p> <p>a) <b>First half</b> b) Second half c) Neither</p>	<p>What are the three major kingdoms that make up the history of Ancient Egypt?</p> <p>a) The Iron, Bronze, and Golden Kingdoms b) <b>The Old, Middle, and New Kingdoms</b> c) The First, Second, and Third Kingdoms</p>	<p>What toy was invented by the Greeks that many children still play with today?</p> <p>a) Marbles b) <b>Yo-yo</b> c) Blocks</p>
<p>What leader of the Franks was crowned as the Holy Roman Emperor in the year 800 AD and is also considered the father of the French and German monarchies?</p> <p>a) Richard the Lionheart b) Clovis c) <b>Charlemagne</b></p>	<p>What document did the King of England sign that said the people had rights and that the king was not above the law?</p> <p>a) The Charter of Liberties b) The Constitution c) <b>The Magna Carta</b></p>	<p>8) What do we call the last period of Ancient Greece, before they were conquered by the Romans?</p> <p>a) Romantic Period b) <b>Hellenistic Period</b> c) Classical Period</p>	<p>What was the primary focus of much of the culture of the city of Athens?</p> <p>a) War and fighting b) Athletics and competition c) <b>Art and Education</b></p>
<p>What was the name of the disease that killed nearly half of the population of Europe?</p> <p>a) <b>The Black Death</b> b) Influenza c) Small Pox</p>	<p>What was the war between the Holy Roman Empire and the Muslims called?</p> <p>a) War of the Roses b) <b>The Crusades</b> c) The Hundred Years War</p>	<p>What was the highest position in the Roman Republic?</p> <p>a) Emperor b) <b>Consul</b> c) Senator</p>	<p>Around what year did the Western Roman Empire fall?</p> <p>a) 412 BC b) 55 BC c) <b>476 AD</b></p>
<p>Which Scandinavian people began to invade northern Europe in 835?</p> <p>a) The Huns b) The Tartars c) <b>The Vikings</b></p>	<p>Who invented the printing press in Europe?</p> <p>a) Alfred the Great b) <b>Johannes Gutenberg</b> c) Leonardo da Vinci</p>	<p>What was another name for the Eastern Roman Empire?</p> <p>a) <b>Byzantine Empire</b> b) The Roman Republic c) The Persian Empire</p>	<p>What leader became the dictator of Rome and put an end to the Roman Republic?</p> <p>a) Caesar Augustus b) Gaius Marius c) <b>Julius Caesar</b></p>
		<p>What type of government do many countries have today that is modeled off of the Roman Republic?</p> <p>a) <b>Democracy</b> b) Communism c) Fascism</p>	<p>What was the period of time in Europe called that happened before the Renaissance?</p>



Neoclassicism	
It is a genre of neoclassical literature A) The Ballad <b>B) Essay</b> C) The song	Which of the following literary movements valued the use of reason over feelings? <b>A) Neoclassicism</b> B) Romanticism C) Renaissance
was a well-known neoclassical author. A) Tiziano <b>B) Jean Baptiste Poquelin</b> C) Camilo Sexto	Which of these works belong to Romanticism? <b>A) Rhymes</b> <b>B) The Miserables</b> C) The Regent

The Encyclopedia was the work in which the Enlightenmen trepresentatives tried to accumulate all human knowledge. <b>A) Knowledge</b> B) Feelings C) reason	Jean Valjean was one of the main characters of the novel Our Lady of Paris. A) Ben Beley B) Gazel C) <b>Quasimodo</b>
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Contemporary	
For historians this period between wars is a response to ... A) The search for peace B) The search for security <b>C) The lost hegemony</b>	Diego Rivera was a... A) Politician B) Actor <b>C) muralist</b>
Of which artistic current Francisco de Goya was a precursor? <b>A) Romanticism</b> B) Manierism C) Neoclassicism	what are the characteristics of contemporary art <b>A) Abstract expressionism</b> B) in the shadow game C) in the shadow game
In what year did World War II begin .... <b>A) 1939</b> B) 1945 C) 1936	Who was Otto Dix... A) Expresionismartist B) Filmmaker C) Politician

Who is considered the mother of the declation of human rights <b>A) Eleanor Roosevelt</b> B) Margaret Thatcher C) Eloise Devoir	Margaret Tatcher was born in... A) Netherlands B) England <b>C) Argentina</b>
When was Poland invaded... <b>A) 1939</b> B) 1855 C) 1976	What is the complete name of Stalin? A) Vladimir IlyichUlyanov <b>B) Ioseb Besarionidze Jughashvili</b> C) Oscar Pelech

## 4. Checklist of the elements needed and their numbers:

- 60 cards with art pieces (10 per age)
- 60 question cards (10 per age)
- 60 accident cards (10 per age)
- 30 special cards (5 per age)
- 12 character cards (2 male and 2 female per age)
- Aboard
- 6 avatars plus 1 avatar for the Censorship
- 2 dices (1 red one for the ages, 1 blue for the position).



## 5. BRAVE ART – Design, arrangement of the board



## 6. Competences that can be developed playing this game:

**game:** Cultural awareness and expression

Social and civic competences (cooperation)



**RED CARDS**

All players change their cards with the players sitting next to them	Happy or sad? Think about how your mood affects your choices. Make your next choice as if you were happy.	Are you able to change your opinion? Choose another player and discuss the answer: it must be the same for both of you.	Go back to the Start and re-play.	Do you need the support of others before doing something? Choose two players and discuss the answer with them; if you don't agree, stop!
Do you know the other members of the community? Choose one player and answer the next question as if you were in their place.	Come back for 1 box on your right.	Choose a player with whom you share the next 3 rounds. Play as if you two would be 1 person.	Mind or heart? Do the opposite of what your heart tells you.	Answer as if you were your mother and explain why.
Trust in others. Choose a player to take your place for 1 turn. He/ she moves your dummy and gives the answer to your question card.	You are not sure what to do. Take some time for yourself and skip 1 turn.	Happy or sad? Think about how your mood affects your choices. Make your next choice as if you were sad.	Create 3 words with the letters on the board and go.	Do you get influenced by others? Answer the next question based on what the majority of players say.
Choose one answer before seeing the options. If it coincides with what you really feel, you are going on, otherwise stay where you are.	Change your card with another player.	Take a card and answer it as if you did it 5 years ago. Explain.	Be brave! Close your eyes, point your finger towards a direction and go.	Go to your first name letter!
Mind or heart? Do the opposite of what your mind tells you.	Choose one player: he/ she must ask something from you.	Come back for 1 box on your left.		

**SPECIAL CARDS**

How close and warm is your family? Do you feel that your childhood was happier than most other people's?	If a crystal ball could tell you the truth about yourself, your life, the future or anything else, what would you want to know?	If you were able to live until the age of 90 and return back to the mind or body of 30 years old for the last 60 years of your life, which one would you choose?	Do you have a secret imagination how you will die?	What motivates you in this moment of your life?
What importance do you attach to your life? Happiness, money, health or love?	Tell it in only one sentence: Who are you?	Do you believe in destiny?	What do you think about religion?	What roles do love and affection play in your life?



## 2. “The Labyrinth of Life”

### Board Game

Steps How to build your own game:



## II. "THE LABIRINTH OF LIFE" BOARD GAME

### 1. Topic, general theme of the game

This game is created for communication and speaking about different topics of our lives. The main goal of this boardgame is to reflect about yourself and your personality, share your feelings and emotions with the other players and create an atmosphere of community.

### 2. Rules for the game

- The structure of the game is based on a board and some cards.
- The cards need to be divided between the players; you can decide to play either a classic match or a maratho match. In case of the classic match, give each player 5 green cards, 4 orange cards, 3 blue cards and 1 special card. If you choose to play the marathon match, divide all the cards between the players remembering that each player has to have the same number of cards from the same colour.

- The cards are divided into:
  - 25 pieces of green cards (easy)
  - 15 pieces of orange cards (medium)
  - 10 pieces of blue cards (hard)
  - 25 pieces of red cards
  - 10 pieces of special cards



- To start a turn, the first player chooses a card from the ones they have, starting from the green ones going to the blue ones, leaving the special card for the last place. After the player answers the question, they move on the board reaching the letter which can be found on the other side of the question cards. If a player reaches a red letter on the board, they receive a red card and they have to read and complete the effect, then the turn passes to another player. The game finishes when all the players reach the centre of the board, the five Greek letters.



### 3. Cards

#### Green Cards

<p>There is a girl, who is bullying you, she continuously insults you.</p> <p>a) You fight more with her b) I have a breakdown and cry</p>	<p>For what in your life are you the most grateful?</p>	<p>Complete the following sentence: "I wish I had someone with whom I could share..."</p>	<p>A hurricane is coming to town</p> <p>a) You run a way like a coward b) You stay with your personal belongings</p>	<p>You participate in a fight and you are bleeding</p> <p>a) Dracarys! (GoT) b) I go home in peace</p>
<p>Before making a phone call, do you ever rehearse what you want to say? Why?</p>	<p>You are in pain and you want to put an end to it:</p> <p>You scream You ask for help</p>	<p>There is a new girl in school and you feel that you have seen her before</p> <p>a) You ask her what her name is b) I am too shy</p>	<p>When I work in a team, I concentrate on:</p> <p>The action The people The thought</p>	<p>If you would wake up tomorrow having gained any quality or ability, what would it be?</p>
<p>You feel alone and without a purpose:</p> <p>a) You cry all the time b) You rely on your friends</p>	<p>What is the greatest accomplishment of your life?</p>	<p>If you could change anything about the way you were raised, what would it be?</p>	<p>You are surrounded by violent people</p> <p>a) I fight with them b) I ask for help</p>	<p>You have a psychological breakdown</p> <p>a) You go to a therapist b) I cry in my room</p>
<p>You have a team and some tasks to do. What do you do?</p> <p>a) delegating duties b) doing everything by myself</p>	<p>What does friendship mean to you?</p>	<p>Would you like to be famous? In what way?</p>	<p>What would a perfect day consist for you?</p>	<p>Your friend is going to do something horrible:</p> <p>a) You stop him/ her b) I let them do it</p>
		<p>You had a nightmare that was really scary</p> <p>a) I share my feelings with my friends b) I keep it inside</p>	<p>Some changes are applied. How do you react?</p> <p>a) I am rigid and accept changes slowly b) I am glad, I wanted them to happen</p>	

ORANGE CARDS

<p>What would you do if you would become whoever you want?</p> <p>a) Become strong b) Become rich</p>	<p>What are the qualities you look for in a friend?</p>	<p>What do you want to be appreciated for?</p> <p>a) For something you did b) For your quality</p>	<p>If you had God-like power, what would you do?</p> <p>a) Whatever I want b) Try to help people I love</p>	<p>Your best friend is prettier than you</p> <p>a) You envy them b) You feel unlucky and you cry</p>
<p>What can you do today that you didn't know how to do a year ago?</p>	<p>Your lover died, what do you do?</p> <p>a) You wish to turn back the time to save him b) You wish to find another lover</p>	<p>When was the last time you sang to yourself? And to somebody else?</p>	<p>How do you feel about your relationship with your mother?</p>	<p>Take some minutes and talk to your partner about your life story in as much as details as you can.</p>
<p>Your best friend lost their memory and they don't recognise you</p> <p>a) You are desperate b) I try to help the wit their illness</p>	<p>The guy/ girl you like had an accident and they became disabled</p> <p>a) You stay with them b) You leave them</p>	<p>You love someone but you don't know how to say it</p> <p>a) I am overthinking b) I tell the person</p>	<p>If you could invite anyone to dinner in the world, who would it be?</p>	<p>What do you value most in a friendship?</p>

BLUE CARDS

<p>A lot of bad things have happened recently but you can change the situation.</p> <p>a) You wish to go back in time b) You leave things the way they are</p>	<p>What is your most terrible memory?</p>	<p>You are very afraid to die</p> <p>a) Death is inevitable and the only way to find the true self b) I struggle with the idea that death will find me and kill me</p>	<p>Is there something you have dreamed doing for a long time? Why haven't you done it?</p>	<p>a) What is you most treasured memory?</p>
<p>You are thinking about the soul</p> <p>a) The soul doesn't exist, I am only a physical being b) The soul is the most important part of me</p>	<p>Would you have the chance to express a wish that will be realised in the future, what would it be?</p> <p>a) A desire for myself b) A desire for a person I love</p>	<p>You are thinking about insanity</p> <p>a) I am afraid I could lose my mind b) I don't think about it because it affects old people</p>	<p>You think more often</p> <p>a) About your past b) About your present c) About the future</p>	<p>You are angry because your partner doesn't listen to you.</p> <p>a) You wish you were listened to and appreciated b) I am too shy and I don't need the attention</p>



## 4. THE LABIRINTH OF LIFE – board arrangement, design



## 5. Checklist of the elements needed and their number

- A larger piece of cardboard
- Cut pieces of corgs
- Markers
- A piece of thread
- Hot glue
- 5 avatars in different colours (in this case there were made from corgs)

## 6. Competences that can be developed playing this game:

Social and Civic Competences  
Learning to Learn  
Communication in Foreign Languages



### 3. "The Stairs" Board Game

Steps How to build your own game:



# III. “THE STAIRS” BOARD GAME

## 1. Topic, general theme:

- The language game, which acquires new foreign language vocabulary, develops expression and communication skills, develops teamwork and helps to learn the language in a non-formal context.
- The game was designed to develop and improve communication in foreign languages. At the same time the game can be translated and played in mother tongue. It is useful educational tool for youngsters, students and adults.

## 2. Rules:

- Put your dummy on the first stair.
- Turns move clockwise.
- Take the letter from the bag and the topic card. Make the word to the given topic, which begins with the letter you got. Each level/stair means the number of words you have to make.
- If the topic/letter is too hard:
  - don't try! Once you try, you have to finish the task! If you fail, you will stay on your stair.
  - Take the special card and make the task according to what is written on it.

- Special cards

If you don't manage to complete the task, you have to go to the previous level/stair. In other case, move to the next level.

- Finish the game by completing the stairs.

### 3. Cards

SPECIAL CARDS				
Create a sentence with at least 3 words which begin with the same letter. (e.g. Peter plays piano.)	Arrange the words: your, do, to, you, weekends, like, how, spend. ■ Answer the question.	Act 3 words to the topic that you got. Others have to guess. You have one minute.	Play “broken phone”. You are the last in the line and have to tell the phrase you hear.	Name ■ 3 countries ■ Their capitals ■ Their languages
Create a task with any of the other players. When getting it right, both of you move +1.	Create a sentence with 2 objectives and 2 verbs.	Create: ■ 1 new word using letters of this word: BOARDGAME ■ 2 new words... ■ 3 new words...	Act any sentence. Others guess. You have one minute.	Describe your favourite place ■ using the following words: banana, envelope, hedgehog
Build a negative sentence ■ Put it in past simple ■ Put it in present perfect and past perfect	Play “broken phone”. You are the last in the line and have to tell the phrase you hear.	Changing of the direction. You stay.	Other players give you words. Create a story out of them. ■ Using maximum gesture	Name quickly 10 objects around you ■ 3 objects
Create a sentence with at least 3 words which begin with the same letter. (e.g. Peter plays piano.)	Make any action with another player. Both move +1	Act a feeling. Others have to guess. You have 30 seconds. ■ 3 feelings/ emotions ■ 5 feelings/ emotions	Changing of the direction. You don’t move.	Create a sentence with 2 objectives and 2 verbs.
Create a sentence connected to the topic you got. ■ Put it in the conditional form	Create a sentence connected to the topic you got. ■ Put it in the -ing form	Arrange the words: a, language, how, on, meow, mother, does, your, cat. ■ Answer the question	Create ■ 1 new word using letters of this word: COOPERATING. ■ 2 new words... ■ 3 new words...	

TOPIC CARDS				
feelings	shopping	food	clothing	Heroes
literature	movies	family	ecology	science
traffic	Winter	hobbies	games	geography
friends	adjective	art	Nature (no animals)	music
internet	spring	culture	noun	



## 4. Checklist of the elements needed

- Letters
- +1, -1, a smiley and a star symbols
- smiley: tell a compliment to the person next to you and move +2
- star: any letter
- Topic cards
- Special cards
- Board





## 5. THE STAIRS - board arrangement, design



## 6. Competences that can be developed playing this game:

Communication in foreign languages

Communication in mother tongue





## 4. "Bomb Master" Board Game

Steps How to build your own game:

# IV. “BOMB MASTER“ BOARDGAME

## 1. Topic, general theme of the game:

- A game where you have to defend, attack and collect minerals (points) from a mine.

## 2. Rules for the game

- Duration: 15–30min
- Players: 2–4
- Rules and description:
  - You start with 20 points. The aim of the game is to reach 70 points first or make your opponent run out of all their points by bombing them.
  - You are playing behind a Wall you play in secret – your opponent should not know your points, your path to the mine, neither your special cards.
  - To start: you randomise the position (1-10) on your side of your home (left green area) same for the mine (right green area).
  - Then you have to make a route from your home to your mine by following these diagonally:
    - You can choose 3 boxes as you wish
    - The boxes have to be connected with one of their sides, not diagonally.
    - the fourth box is chosen blindly by your opponent (they turn their hand to you while you are building your road);
    - you can use as many boxes as you wish;
    - Tip: try to keep it shorter





- There are four type of actions you can choose from (to collect points you can):

1. Play the LOTTO: try your luck, your chances are the following, out of 10 cards 1 is 20 points, 2 cards are 10 points and the rest are 0;

**2. Mining:** in order to collect points you have to do 2 actions in 2 consecutive turns-first, you go to the mine with your pawn and you randomise a number from 4 to 7 on your phone (see materials). The point you have mined are only added to your actual points once you return home which happens on a second turn;

3. Special cards: they cost 10 points, however, they can help you in the game in many ways (there is one negative card out of 10);

4. Bombing: the essence of the game. In this way you can undermine the progress of your opponent. If you hit their road, they have to rebuilt their road (it costs 1 action for the opponent, they have to pay 2 points for every box and if they are in the mine they lose their mining points and they have to go home without any points). Three type of bombing:

- Random: costs 2 points, you throw a cup over the Wall;
- Precise: costs 5 points, on your map you can choose the exact location. Just 5 pieces bomb could land to one column;
- Carpet: costs 15 points if you don't hit your opponent's road, but costs 7 points if you hit one. It is 5 cup for this kind of bomb

All the bomb will leave permanent in your map.

IF your road has been corrupted, you have to rebuild it and you can divert your new road as much as you wish. You have to remove the remains of your old road.

### 3. Cards



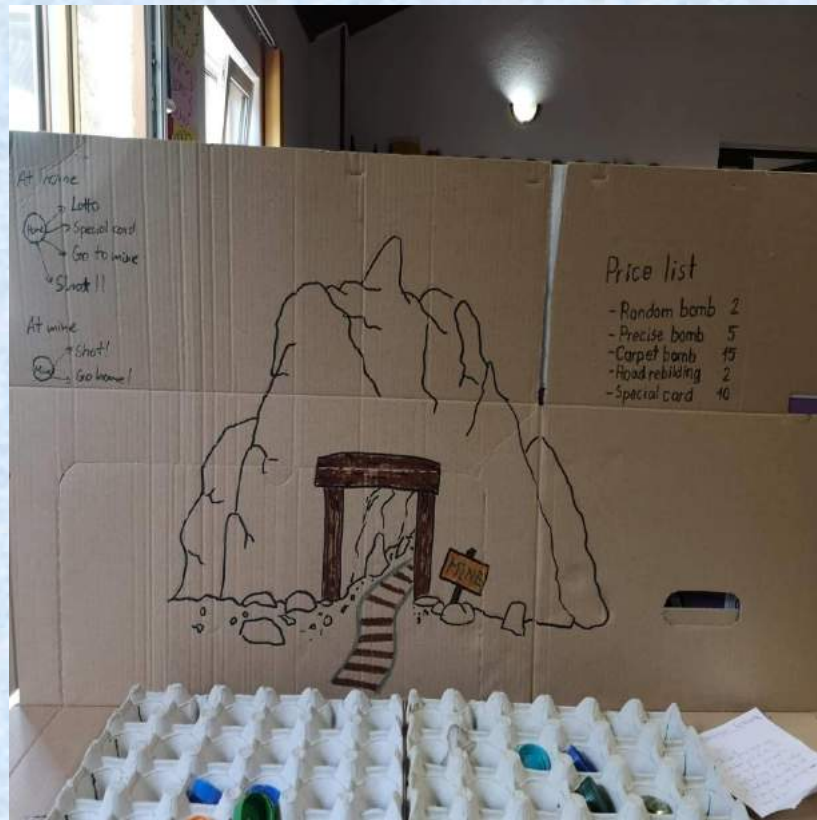
### 4. Checklist of the elements needed

- 8 pieces of equally sized egg trays
- 1 piece of cardboard between the two fields
- Plastic bottle and bottle tops
- 2 pencils
- 2 sheets of paper
- 2 pieces of little houses made from corgis
- 2 pieces of mines made from egg trays (see below)
- Set of cards





## 5. BOMB MASTER - design , arrangement of the board



## 6. Competences that can be developed playing this game:

Mathematical competence and basic competences in science and technology Sense of initiative and entrepreneurship



## 5. "The Secret of 5P" Board Game

Steps How to build your own game:



# V. “THE SECRET OF 5P” BOARDGAME

## 1. Topic, general theme of the game:

- The main objective of the game is getting to know Sustainable Development Goals (which are divided to 5P): Cooperation, Team work, Environment Awareness, Story telling, Partnership

## 2. Rules

- Duration of the game: as long as you wish
- Number of players: 5–10
- material: board, 5p cards (people/planet/partnership/prosperity/peace)
- This is a cooperation game. You are going to play it together as a team. One of you should twist the wheel. You decide who is going to do it in each turn (It can be the same person but also you can change).
- The red triangle marks the topic of the card you should take.
- Take the card.
- Read it to rest of the group.
- Do the challenge as a team.
- There are some time limited cards (if you have card without time limit you have max. 5 minutes to do it).
- When you finish the first turn you are going to twist the wheel again

# QUESTIONS FOR EVALUATION/DEBRIEFING

- ❑ What did you observe during the game? What happened? Do you like the game?
- ❑ What was the difficult in this game? Did you have a good group work? Which were most difficult moments, what did you enjoy? What were they?
- ❑ What can you learn from the game?
- ❑ Did you think about these topics before the game? Do you think you are going to change anything in your life after this game?
- ❑ Did you need lot of time to find your favorite meal without meat? Why do you think is necessary to eat meat?
- ❑ Do you know what products are typical in your region? Why do you think is better to eat local products?
- ❑ Do you usually drink water? Do you know how much water you should drink in a day?
- ❑ Do you play any sport? Which sport? If not, what do you do for your health?
- ❑ Were your priorities about what did you want to be when you were a child changed? Why? When? What is your (dream) work?



# 3. Cards

## Questions 5P

### People

- End poverty and hunger in all forms and ensure dignity and equality. Find something to eat!
- How do you take care of your health? Name 3 things, and find something you can use as a scarf.
- You see a man without shoes. Tell how he feels! Walk 2 meters without shoes!
- Drink 5 sips of water!
- Do 50 squats (together)!
- What did you want to be when you were a child?

### Planet

- Protect natural resources of planet and climate for future generations. Collect 5 pieces of trash!
- Name 3 examples where can you see climate change and how to stop them!
- Create a recycled product with the stuff you have around you!
- Create a new recipe from local products!
- Say your favorite without meat meal!
- Discuss why the planet/forest is important for us. Hug a tree!

### Peace

- Foster peaceful, just and inclusive society. Shake hands to each other!
- Be quiet 20 seconds and think about your life. Do 3 deep breaths!
- Tell a short story about an ideal country (at least 10 sentences)!
- Create a symbol of peace with the stuff around you!
- Name 3 children rights! Do you think those are important?
- Sing the song "We are the world"!

### Prosperity

- Ensure prosperous and fulfilling lives in harmony with nature. Find and hug a tree!
- All the people should be on the same paper
- Name 3 alternative energetic systems! Find something you can use for making fire!
- Create/draw ecological city/house. What does it need to contain? Name min 3 things!
- Make a line and close your eyes except for the last person. You should walk from one point to another one you choose (min 5 meters). Arrive together!

### Partnership

- Implement the agenda through a solid global partnership. Pick up a pencil with one finger!
- Choose one word and make it with your bodies!
- Name 3 cooperation games and play one of them!
- Think out the name of your group and also the dance!
- On the floor can be only 3 feet and 2 hands (you have one minute to do it)!
- Have a collective hug

## 4. Explaining the construction of the game: step by step

- **How to create a BG 5P?**

Use a piece of the carton as a board

Write 5P (People, Peace, Planet, Prosperity, and Partnership) as you can see in the picture

You can decorate the board how you like

The black box is from a chocolate box – you can try to find something similar

In the middle of the black box is a circle of 5P (from the carton), stick white paper and write People, Planet, Peace, Prosperity, and Partnership, add which goals are connected with every 5P

In the middle of the circle of 5P, there is a piece of a toothpick – the black box is also stinging with the toothpick – the circle will twist if you twist the toothpick

The red triangle is a piece of red tape – you can use whatever you find

Create cards (you can think more tasks)

Find/create the box for cards (if you wish)

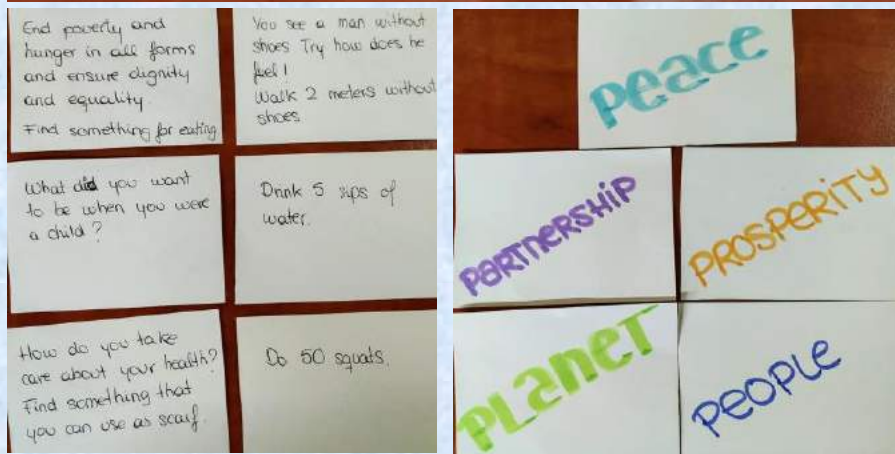
Congratulation! You can play! Good luck!



## 5. Checklist of the elements needed and their number

- Board
- Plastic black board with the 5P carton circle
- Toothpick
- Cards (Planet(6), Peace(6), People(6), Prosperity(5), Partnership(6))
- Small box for cards
- What do you need?
- Piece of carton –board
- Color marks
- Plastic/paper box or something to create the black box
- Another piece of carton –circle
- Piece of paper – create circle
- Toothpick or something similar
- Small paper to create cards
- Small paper/plastic box for cards

## 6. THE SECRET OF 5 P -design, arrangement of board



## 7. Competences that can be developed playing this game:

Cooperation, Team work, Environment Awareness, Story telling, Partnership





## 6. "The Flight" Board Game

Steps How to build your own game:

# VI. “THE FLIGHT” BOARD GAME

## 1. General theme of the game:

The roots of the game is called Circus; this is an adapted version for non-formal education. In life there are lot of challenges, like pollution, irresponsibility to health. But there are many things we can do for creating a better life and a better world. If you collect a group of youth and you wish to inspire them to be creative and raise their awareness, this game will help you reaching your goals.

## 2. Rules

- Steps how to build your own game: You need the group of people and theme, about what you wish to speak and learn from each other. You need to explain to the group that now you all together will create the game, like for being responsible for nature. The group needs to decide what is good and what is bad action. In the structure of the game you can step in case of a good action, but when something is a bad decision, than you have to go backwards. In the game it is possible to include physical tasks, drawing, poetry. In case it is done, you can move forward; if not, you stay or move backwards.
- Game playing process: The game playing process is similar like Circus, but the difference is the reflection about questions that the group puts in the self-created game.



### 3. Cards

This game is group work, and every game will be different.

### 4. Explaining the construction of the game: step by step

Every participant of the group needs to create 1-4 squares- game steps. (e.g. You wish to speak about good health habits with your group. You will give everybody the squares, and you need to tell – that participants need to do – example – 2 squares with positive health habits, and 2 squares with unhealthy things. That means, participants need to think about questions – to write – with positive answer to health you. If playing the game, go 2 steps to forward. Or if the question's answer is to bad health direction, then go 2 steps back. For game making can be used drawing, making application from old magazines. Because the squares need to be designed with creativity to make game beautiful and colourful.

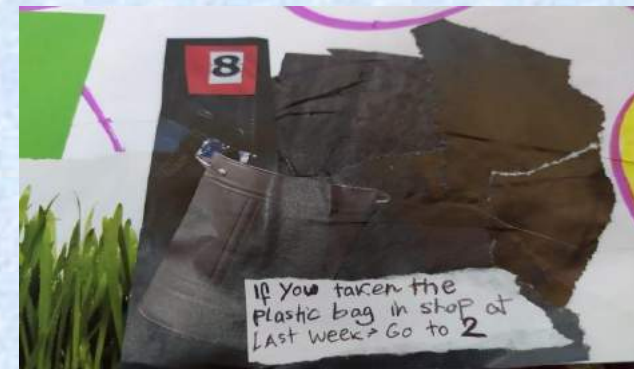
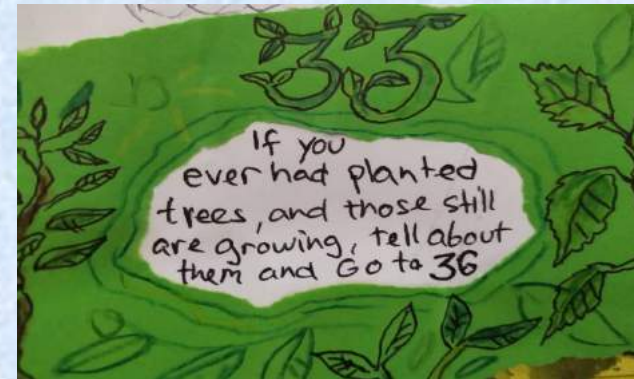
### 5. Checklist of the elements needed and their numbers

- one large paper sheet
- and smaller paper sheets, squares . The square size shouldn't be too big, you need to plan how big game your group is able to create, how much time you have. These squares will be the game steps similar to the Circus game.



## 6. THE FLIGHT - design, arrangement of board

This is an example how the game can look like.



## 8. Competences that can be developed playing this game:

Social and Civic  
Competences Learning to  
Learn Communication in  
Mother Tongue





# Resources for Educational Board Games

- Educational Board Games - created in other training course:  
<https://drive.google.com/.../1RhYiQniKQGGIWWalx9zrBOTbxB5VHPa...>
- Booklet for inspiration - It's all in the game:  
<https://itsallinthegamepuduri.files.wordpress.com/2015/10/booklet2.pdf>
- Website It's all in the game:  
<https://itsallinthegamepuduri.wordpress.com/games/booklet/>
- Here is a card game that everyone can have access to it, for youthpass and for 8 key competences.
- <https://www.youthpass.eu/en/publications/card-game/>
- Backpack kit for 8 key competences: <https://www.salto-youth.net/tools/toolbox/tool/8keycom-first-aid-kit-for-trainers.2044/>

# "8KEYCOM" - First Aid Kit for trainers!



<https://www.salto-youth.net/tools/toolbox/tool/8keycom-first-aid-kit-for-trainers.2044/>



# Board games: Competences that can develop

GAME NAME	Mother Tongue	Foreign Languages	Mathematical & science and technology	Digital	Social & Civic	Cultural awareness and expression	Sense of initiative and entrepreneurship	Learning to Learn
ACTIVITY	x	x			x	x		x
ALIAS	x	x			x	x		x
BARNGA	x	x	x		x			x
BAZAR BIZARRE					x			x
BLACK STORIES	x	x			x	x		x
BULLS			x		x		x	x
CARCASSONNE	x	x	x		x		x	x
CASH FLOW	x	x	x		x		x	x
CATAN	x	x	x		x		x	x
COYOTE	x	x	x				x	x
CREATIVE WHACK PACK	x	x			x	x	x	x
DIXIT	x	x			x	x		x
DOBBLE								x
DOMINO			x					x
DUOLINGO	x	x		x				x
EUROMED	x	x		x	x	x		x
FIND A RULE	x	x			x	x		x
FLIXA	x	x	x		x		x	x
FORUM THEATRE	x	x			x	x		x
GEOCACHING			x	x		x	x	x
GEPOL	x	x		x		x		x
GROUP WORKS	x	x			x	x	x	x
HANABI	x	x	x		x		x	x
HAPPY FAMILIES	x	x			x			
HOMBRES LOBO	x	x			x	x		x
HOTEL	x	x	x		x		x	x
HUJAMBO	x	x			x	x		x
HUMAN RIGHTS EDUCATION	x	x			x	x		x
IKONIKUS	x	x			x	x		x

Source: <https://itsallinthegamepuduri.wordpress.com/games/booklet/>

GAME NAME	Mother Tongue	Foreign Languages	Mathematical & science and technology	Digital	Social & Civic	Cultural awareness and expression	Sense of initiative and entrepreneurship	Learning to Learn
INNOVATIVE WHACK PACK	x	x			x	x	x	x
JUNGLE SPEED			x					x
LEARNING IN TRANSITION	x	x			x	x		x
LEARNING OUT OF THE BOX	x	x			x	x		x
LOGIC			x				x	x
MACCHIAVELLI	x	x			x		x	x
MAFIA	x	x			x	x	x	x
MANKALA			x				x	x
MEMORY MATCH			x				x	x
METHOD KIT FOR PERSONAL DEVELOPMENT	x	x			x		x	x
METHOD KIT FOR PROJECT	x	x	x		x		x	x
METHOD KIT FOR STARTUPS	x	x	x				x	x
METHOD KIT FOR SUSTAINABLE DEVELOPMENT	x	x	x		x		x	x
MIKADO			x				x	x
MOLKKY			x		x		x	x
MONOPOL	x	x	x		x		x	x
MORE THAN ONE STORY	x	x			x	x		x
OM NOM NOM	x	x	x				x	x
OPPO			x		x			x
REFLEXION CUBES	x	x			x		x	x
SABOTEUR	x	x			x		x	x
SCRABBLE	x	x	x		x		x	x
SEE A GAME	x	x	x		x	x	x	x
SEQUENCE	x	x	x				x	x
SET			x				x	x
SPEED CUPS			x				x	x
STORY CUBES	x	x			x	x	x	x
TABU	x	x			x	x		x
TELL YOUR STORY	x	x			x	x		x
THE EUROPEAN YOUTH FOUNDATION	x	x			x			x
TWISTER	x	x			x		x	x
VIRTONOMICS	x	x	x	x	x	x	x	x
WE WILL ROCK YOU					x			x
WHO'S YOUR ELVIS/CHEAT			x		x		x	x
WORD DOMINO	x	x				x		x
YARDMASTER EXPRESS			x				x	x
YATZY			x				x	x

Source: <https://itsallinthegamepuduri.wordpress.com/games/booklet/>



## ABOUT US

POINT OF YOU ASSOCIATION IS AN  
INTERCULTURAL YOUTH CENTER  
CREATED IN ORDER TO COMPLETE AND BALANCE THE LIFESTYLE OF  
YOUTH THAT ARE WILLING TO DEVELOP AND ACHIEVE THEIR POTENTIAL,  
TROUGH MULTILATERAL DEVELOPMENT.

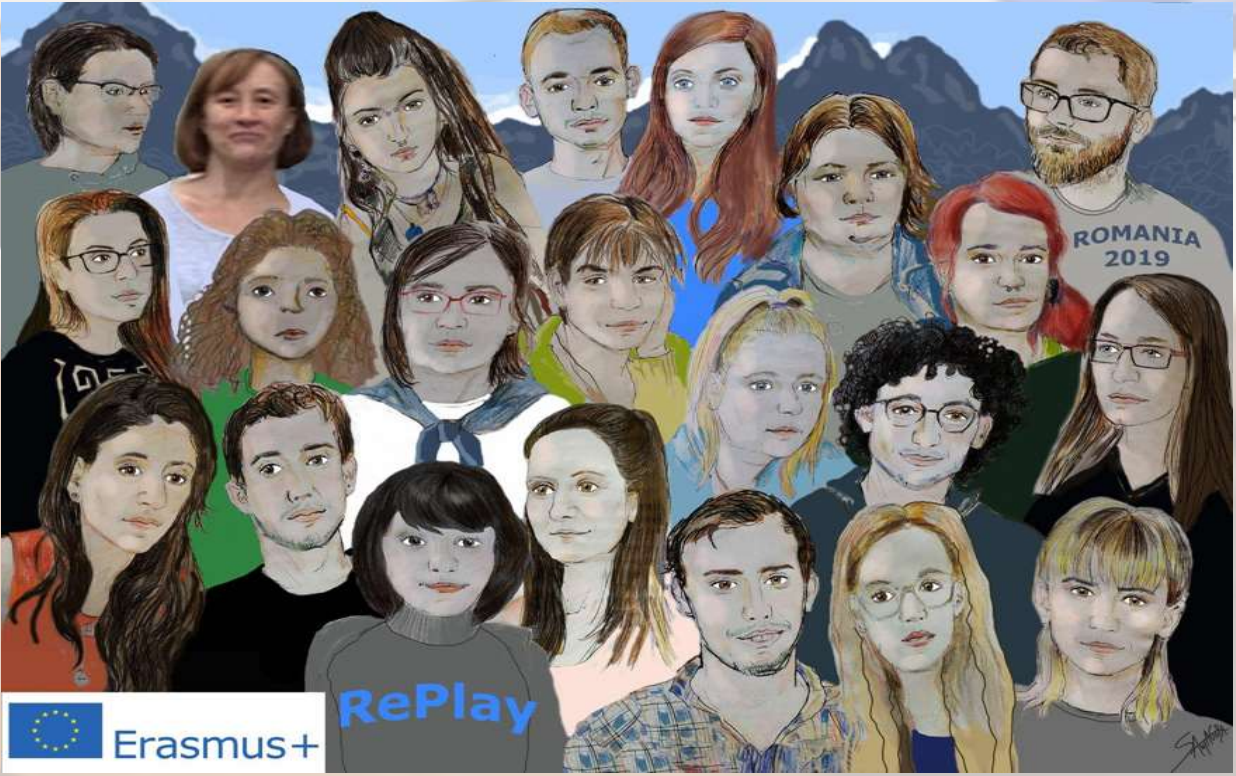
"Sometimes all you need to  
do is to look at life from a  
different perspective!"

POV EMPOWERS YOUTH WORKERS WITH TOOLS,  
METHODS AND WAYS TO SUSTAINABLE MULTIPLY  
KNOWLEDGE ON LIFE BALANCE IN FRAME OF  
GLOBAL RESPONSIBILITY.

• [Project Portfolio:](#)

<https://povyou.wordpress.com>

# Player of the Magic REPLAY Game



- POINT OF VYOU (ROMANIA)**
- YOUTHUB (BULGARIA)**
- RECREATIVITY (HUNGARY)**
- SIRIUS (FINLAND)**
- A.A.P.E.R. (ITALY)**
- BALTIC REGIONAL FUND  
LATVIA (LV)**
- ILEWASI (SPAIN)**



# LET'S RE:PLAY! TOGETHER

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