

FRENZY!



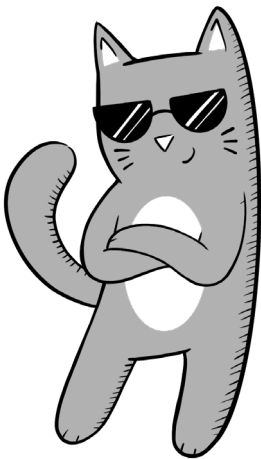
OBJECTIVE OF THE GAME

Be the last team contributing ideas / the team with the most ideas on the specific theme of the game.

PLAYERS

MODERATOR

A person, ideally with some knowledge on the subject of participation. It could be two or three people if the group is large and you want to avoid a single person making the “decisions”.



TASKS OF THE MODERATOR

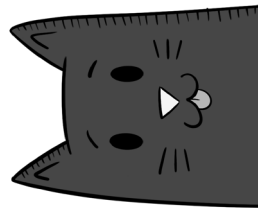
1. Divide the participants into teams
2. Explain the specific topic with which they are going to play
3. Control preparation time
4. Manage the rounds of contributions, maintaining order and accepting the answers as valid or not
5. Eliminate when appropriate the teams
6. Proclaim the winner

PARTICIPANTS

Rest of the people.

TASKS OF THE PARTICIPANTS

1. Follow the moderator's instructions
2. Work with their team in the development of proposals / ideas



PREPARATION

The moderator teams up with the participants, ensuring that they all have the same number of people. If this is not possible, you must ensure that the maximum difference between the numbers of components of the different teams is not greater than one.

NUMBER OF PLAYERS	NUMBER OF TEAMS
UP TO 6	2
7-27	3
MORE THAN 28	4

Once the teams are established, the moderator will choose one of the topics. This can be done randomly or with specific intent. The topic is shared with all the teams and they have the established time to generate **as many ideas as possible** that fit the topic. Each team will write all their ideas on a piece of paper.

The standard time for this is **10 minutes**, and can be extended or reduced at the discretion of the moderator according to the needs of the group and the activity.

It is recommended that the time is always **less** than what the teams would like to have, so that there are no blank times and ideas remain without exposing the group that may arise throughout the following phases.

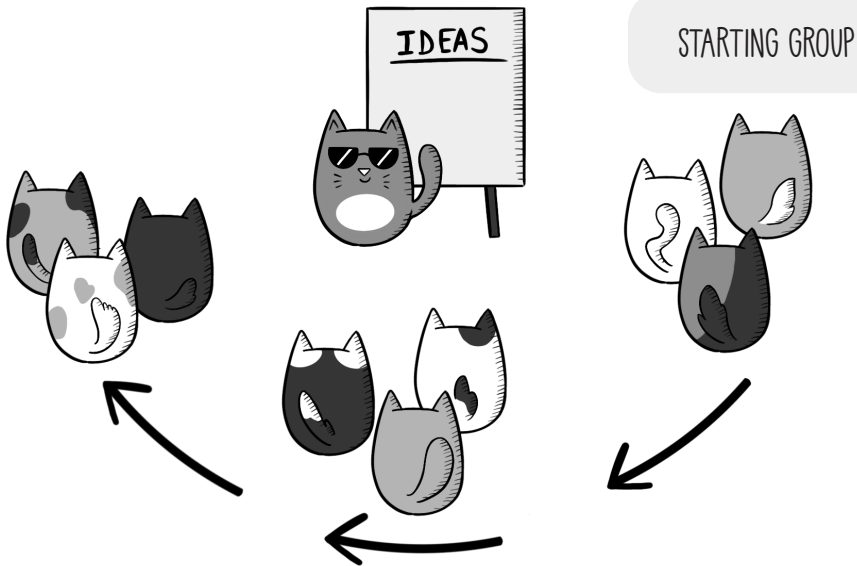


HOW TO PLAY

PLACEMENT

Once the preparation time is over, the teams, the participants grouped with their group, form a semicircle around the moderator and the area in which the proposals will be written down.

The team located farthest to the left of the moderator will be the one that begins to contribute ideas, following the team immediately to the right of it and so on until it is the first team's turn again.

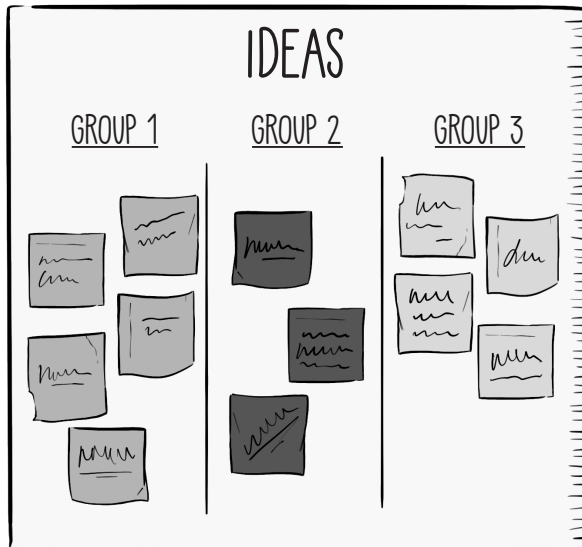


In each turn the teams must contribute a new idea on the topic. These ideas can be from those **collected in the previous phase** or **new ones generated by the team on the fly**.

Ideas already contributed previously by any of the teams **cannot be repeated**. The moderator must approve the contribution or request a different idea if it is considered repeated or invalid.

Accepted ideas will be written on a post-it or similar and placed on a common ideas board where all accepted proposals are collected.

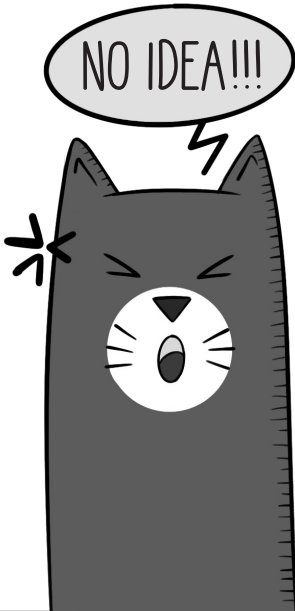
Each team should have post-its of a different color so that it is easy to count the number of contributions each team makes at the end of the game.



POSSIBLE SITUATIONS DURING THE GAME

- When a team is slow to contribute a new idea, the moderator will start a countdown.
- When a group repeats a proposal that has already been said previously by one of the groups, they lose their turn.
- If the moderator does not accept a response from a group, there are two options (the moderator must establish the one that is most interesting and maintain it throughout the game): the group is given the opportunity to contribute a different proposal or the turn is lost.

- When a group has no new proposals in a round there are two options (the moderator must establish the one that is most interesting and maintain it throughout the game): it is eliminated from the game (so they will not have the option to contribute new ideas in subsequent rounds) or it loses its turn (and is allowed to try it in the next round).



TIP

In the case of eliminating groups when they cannot contribute new ideas in their turn, it is recommended to give them the chance at the end of the game to make new contributions that may have occurred to them during the course of the game once they have been eliminated (these ideas are added to the rest, but on post-its of a different color or with a brand, because they do not score).

END OF THE GAME

The game ends when (the moderator must establish the one that is most interesting at the beginning of the game):

- Neither team has more ideas.
- A team reaches a previously established number of ideas. Moderator has to do the whole round, another team may also reach that number and there would be a tie. In this case it can end with a tie or the tied teams continue playing until only one has ideas.
- When all the groups reach a previously established number of answers. While some group has fewer answers, the rest of the groups can continue adding.

You can play one round, or quick rounds of short topics, winning the best of 3 rounds (this second option is more dynamic and better for groups with little experience on the subject).

TIPS

- It is important to maintain order and silence so that the groups listen to each other. It can be punished with loss of turn when a group does not pay attention to the contributions of the rest or if they are very noisy.
- In the short round option, to avoid constant repetition, it is good not to accept proposals that have already been said, even if it is in another of the short rounds of the same block.
- To encourage the participation of all the people in the group, internal roles can be established that can rotate, that everyone must contribute an idea, etc.

EASY TOPICS

Youth Participation options in: /

How to facilitate /

Promote (youth) participation in:

- A primary school
- A municipality
- The regional government
- A secondary
- High school
- A youth center
- The European Union
- A university
- A cultural center or museum

Individual Youth Participation
Options

Benefits of youth participation for...

- The organizations/institutions
- The society

Why don't the youth participate?

Online Youth Participation Options

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MEDIUM TOPICS

Difficulties / challenges that a young person must face in order to participate under equal conditions if they are...

- Minor
- LGBTIQ +
- Immigrant
- With a physical disability
- Gypsy
- With a mental disability
- Woman
- Of a minority religion
- With a chronic illness that requires hospitalization

Activism and protest options as a method of participation

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DIFFICULT TOPICS

Examples of...

- Consultative participation
- Collaborative participation
- Youth-led participation

What can a Hobbit do to be considered at the council of Elrond

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 Las Niñas del Tul



PEPAR
PLAY. ENGAGE. PARTICIPATE.

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 Erasmus+

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