

Let's get loud!

AIM OF THE GAME

The aim is to collect a full set of cards of a particular youth participation possibility in the fastest time possible.

The card value indicates how many cards you need to collect. For example: 9 cards of advocacy, 7 cards of joining an NGO, 5 cards of voting etc.

GAMEPLAY

Action Phase:

- distribute all cards, leave one randomly selected card in the middle of the table face up;
- everyone plays simultaneously. Players submit bids to one another at the same time (it can get loud and chaotic, and that's okay), for example, "two times volunteering for three times consumer choices" or "who has voting? I need voting!". They can also give cards away for free if someone accepts the bid.
- the card in the middle of the table can be exchanged by anyone at any given time. However what's important that there ALWAYS needs to be ONE card in the middle.
- any player can (but doesn't have to) shout "STOP" when they have full set of cards and then the game stops and everyone's points are counted.



NUMBER OF PLAYERS

- 3 players - 20 cards each
- 4 players - 15 cards each
- 5 players - 12 cards each
- 6 players - 10 cards each



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PEPAR
PLAY. ENGAGE. PARTICIPATE.

SCORING

+ 5 points for shouting STOP

+ 1 point for each card if you hold at least half set (including full set)

- 1 point for a card that is the same as the middle one

DISCUSSION Phase:

After counting points discuss in a group:

- What does the YOUTH PARTICIPATION card left in the middle mean?
- Why is it important?
- What can limit this kind of youth involvement?
- What can we do to make it easier for young people to participate in the society in this way?

After discussion, you play another round, accumulate the points in the end. It is recommended to play at least 3 rounds.



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