

ABOUT THIS GAME

This pexeso was created during the Erasmus+ training course Beyond Feeling Fine, which explored community as a powerful tool for supporting young people's well-being. Youth workers from different countries came together to reflect on how community spaces can help with connection, participation, and mental health, and how to actively involve young people in local life.

As part of this process, participants developed this practical tool to support others in organizing their own community events. The memory game is designed as a simple and engaging guide, helping youth workers, facilitators, and active young people think through the key aspects of planning an event.

Each card represents an important topic. Alongside each topic, you will find guiding questions and key points to consider when designing a community activity.

The game can be used both as a playful learning tool and as a practical checklist. It encourages reflection, discussion, and creativity, while supporting the creation of meaningful, inclusive, and well-being-oriented community events.



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LOCATION

- Indoor/outdoor?
- Do you need to rent it?
- Do you permission from public authority?
- Is it accessible for everyone?



TARGET GROUP

- Who is the event for?
- What is their age?
- What are their needs?
- Do we all speak the same language?



PURPOSE

- Why are you organizing this event?
- Is it suppose to make the participants relax, connect, learn?
- What is the impact?



ACTIVITIES

- Is it just one activity or several small stations?
- Does it have a set beginning and end or do people come and go at any moment?
- Do you need an exact number of people for this activity and what if less/more will come?



TEAM

- How many are you to organize the event?
- Are the roles clear?
- Who is the facilitator, organizer, support?



BUDGET

- Do you need to pay for the space, materials, food?
- Can you get any fundings (city, European solidarity corps fund, private companies,...)



MATERIALS

- Do you need any tools, (printed) materials, equipment?
- How do you create the atmosphere?



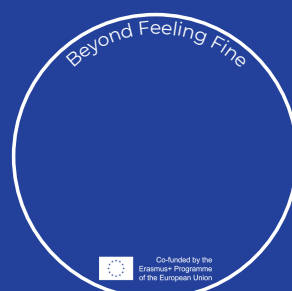
PROMOTION

- How will you invite people?
- Which platforms (online or offline) will you use?
- How will you make your event sound worth to visit?



REGISTRATION

- Will people need to sign up and how?
- Are there limited spots?
- Will you send a confirmation letter?



SAFETY

- Do you have an emergency plan?
- What are the possible risks?
- Do you have a first aid kit?



INCLUSION

- Is the event accessible for everyone?
- How do you create safe space?
- What barriers might stop people from joining?
- What can you adapt to include more people?



TIMING

- Is there an official beginning?
- Are there breaks included (also for the team)?
- What is the schedule (including preparation and final wrap up)?



PARTNERSHIPS

- Do you cooperate with other NGO's or local authorities?
- Is there a way to share resources?
- Is there an event similar to your idea that you can be part of?



EVALUATION

- How will you measure success?
- Will you gather feedback from participants and how?
- How will you evaluate within the team (including regular check-ups)?



FOLLOW-UP

- What happens after the event?
- How will you share the results?
- Are you planning to keep the community active?

