

Game “Let’s volunteer!”

RULES

To be played by **2 to 6 players**.

Target group: volunteers, no matter their age or nationality.

Goal of the game: to improve knowledge and motivation about volunteering.

The game consists of:

- the board
- 6 pawns
- 1 die
- different cards:
 - 40 different “Action cards”
 - 50 different “?” question cards
 - 50 different “!” random encounter cards
 - 150 “Resources” cards
 - 120 “Competencies” cards

Rules: in order to start the game each player takes 6 Action cards, 3 Resources cards and 1 Competencies card – all without choosing them, just picking them up from card decks.

The winner is the player who first solves all of his action cards. In order to solve them he/she needs to collect resources and competencies which are written on the back of each action card. Those resources and competencies are really needed in real life to the volunteers for types of actions which are written on the cards.

In order to gain the rest of the competences and resources cards that every player needs, players should move through fields by throwing the die and by taking the cards when stepping on one of the following fields:

Fields “?”¹ contain questions about volunteering and dates which are marked in the volunteers world. When a player stops on a “?” field, they should take a “?” card and answer the question. If they answer it right, they are taking one competence card. If not, they don't – they are just moving forward within the game. All the “?” cards which are used should be put back on the end of pile.

Fields “!” are Random encounter cards that contain realistic, both positive and negative, situations that can happen to every single volunteer. Once a player steps on this field, they should act as it is written. All the cards which are used should be put back on end the pile.

¹ All questions about volunteering which are used in this game are taken from books:

- “Volunteer managment handbook”, Danijela Jurić, Volunteering centre, SEEYN, Zagreb 2006.
- “Volonteri, izvor humanizma, tolerancije i društvenog bogatstva”, Inicijativa Izvor, 2005.
- “Praktični priručnik za omladinski rad u zajednici”, CZOR, Subotica 2008.
- “Volonterski centar”, Edukativni centar – Kruševac, Kruševac 2013.

Players can cooperate if they didn't get enough competence cards which they need. However, both players should make a deal to change one competence for one resource. (Like in the real life, you can't lose your competence, but you can help the others who need this competence).

The “Teambuilding weekend” field brings one competence card to each player, no matter who steps on it.

The field “International Volunteer Day” brings one resource card to each player, no matter who steps on it.

The field “Youth Exchange” brings one resource card only to the player who steps on it.

The field “Start” should be counted in every circle, and every player gets one resource card when they cross it in next circle – a **Year award for volunteering**.

- **Dictionary** – *there is an idea to make a dictionary with terms and expressions specific for volunteering, non-formal education and NGOs, which are mentioned in this game. From this dictionary a lot could be learned, especially if players aren't volunteers with a lot experience.*

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