



YOUTH WORK AGAINST VIOLENT
RADICALISATION and EXTREMISM



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VIOLENT RADICALISATION
and EXTREMISM



SALTO
EUROPEAN
EASTERN &
SOUTH-EAST
EUROPE
CROSS-CUTS
INCLUSION &
DIVERSITY

anp
AGENZIA
NAZIONALE
PER I GIOVANI
JUGEND
für Europa

FUTURUM
SERVIZIO
CIVILE
Una missione per il cittadino
al servizio del territorio

**This game set
consists of 42 cards**

37 cards

which represent various factors
shaping the perceptions and minds of
young people,
which may influence the process of
adoption of radical belief system,

5 strategy cards

and

5 case studies.

By playing this game, players
brainstorm various influencing factors
and ways in which they are manifested
through case studies, walk through the
ladder of radicalisation process and
devise strategies for intervention.

