
www.hujambo.info

HUJAMBO

is an informative game which challenges you to think and talk with others about **values in life**.

HUJAMBO

hands you a lot of material, so you can give a thought to **values** in a playful, creative and yet serious way. Values that are important or that might become important in each person's life.

HUJAMBO

is Swahili and it means: "Who are you?"
A question which the game wants to help young people find an answer to.

HUJAMBO

is a publication of Don Bosco Youth-Net ivzw, which is produced with the financial support of the European Youth Foundation.



HUJAMBO

Value Card

HUJAMBO

Action Card

HUJAMBO

Action Card

Everyone can find his or her place within the youth organisation of Don Bosco, because we always try to find the best in each other. We do this through working as a team and by always giving each other new chances. We look to give young people the attention and guidance they might need. At the same time, we encourage them to do the same for others. "A pat on the back can give you wings"!

A place for everyone

Game

Restriction game

An obstacle course is created. This can be a natural one, or one made by the participants. If they make one, they shouldn't know the game in advance. Everybody receives a card, with a restriction written on it. They cannot tell each other what is on the card. Everybody takes the obstacle course, keeping his/her restriction in mind. Everybody needs to reach the end. In order to do so, cooperation will be necessary.

Guiding questions

1. Did you find it easy to be involved in the game? Why? Why not?
2. What was your restriction? How did you deal with the restrictions of the others?
3. Do you find yourself in such situations in real life?
4. How do you react?

Material: blindfolds, an obstacle course (cloth, rope, chairs, tables, ...), restriction cards.

Possible restrictions: You are afraid of people; You are blind; You have a broken leg; You do not understand the language; You do not know the difference between left and right etc

Expression

The extension machine

Somebody starts to act out a part of a machine (e.g.: moving one arm). Someone else comes forward and acts out another part of the machine. In this way everyone builds a part of the machine. Eventually when all the participants are "the machine", they can start taking it apart piece by piece.

A living painting

Each participant assumes a pose expressing something. Together they express a painting called "Still Life". The whole activity takes place in silence.

Guiding questions

1. Did you think this an easy task? Why? Why not?
2. What was your part in the task?
3. Did you feel useful?
4. Did you have the place you wanted to have?
5. What is your place in this group?
6. Do you want this place? Do you feel alright with it? Why? Why not?