

---

[www.hujambo.info](http://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**

Every young person will be Acknowledged. This creates space for each of them to be accepted as they are. Through this they will be challenged, and at the same time invited to be themselves and to take their own place in the group.

# Be yourself - your own place

## Expression

### **Look-a-like games**

The participants are put into pairs. Each pair chooses a certain situation. 1 partner has to play the situation in a fashion they think the other one would act. After each imitation, the other one can play the situation in the way they would really act. This can lead to some exchange between the partners/the group.

### **Situations**

- You want to buy a ticket for the train, but there's a long queue and you have only got 30 seconds left.
- The moment you arrive at the checkout in the supermarket, you realise you have forgotten your wallet at home.
- You have lost the key of your bike on the beach.
- You are at a restaurant when a vendor of roses approaches you.
- Someone is bragging about them self
- You have only got 10 minutes left before the wedding starts.
- You are in a city you do not really know and you do not exactly know where you are supposed to go
- You come home with good grades.
- People sing you a happy birthday song.
- You are invited to the prince's wedding.
- Someone asks you to take part in an activity for a good cause.

### **Guiding questions**

1. How did it feel to see yourself through someone else's actions?
2. How did it feel to imitate someone else?
3. What makes "you" "you"?
4. What is typical for that person?

## Handicraft

All participants write their name on a piece of paper using big hollow letters. They colour their name following this code:

- red : active, energetic
- yellow : giving attention to others
- blue : full of trust
- green : faithful
- grey : sometimes I just do not know
- black : tough
- purple : lonely
- orange : self-confident
- White. cheerful and free
- brown : shy and silent
- pink : tender

Of course, more colour than I can be used, depending on how much this applies to that person.

### **Guiding questions**

1. Explain to the others why you coloured your name the way you did.
2. When looking at your "own" colours, do you think you will find a place in this group? In what way? In what way won't you?

**Material:** colour pencils, paper.

Be yourself

Be yourself