
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.

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HUJAMBO

Value Card

HUJAMBO

Action Card

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Action Card

Creativity comes with fantasy - these two are inseparable. Creativity colours, and fantasy creates a playful world. They stimulate the courage to take on new challenges and to broaden your horizon.

Creativity - fantasy

Handicraft

Working with clay

The whole group stands around a table. Everyone has some clay in front of them. The leader gives instructions on what has to be made. After the instruction, the participants get about 10 to 15 minutes to work with the clay.

Then they move their "piece" to their neighbour on their right side. This part is not told in advance to the participants!! That way, they'll be taken by surprise.

After getting another instruction, each participant then works on a new piece of clay. Then, the pieces move on again etc.

Instructions to create a person

- Make a body (never mind what sort of body).
- Make a head.
- Get arms and legs.
- Get hands and feet.
- Create a face.
- Create hair/a head/...
- The final touch.

You could do the same by painting or drawing.

Guiding questions

1. What were you thinking when you had to move your first piece of clay? Did you like it? Why? Why not?
2. What do you think about working on someone else's piece?
3. Did you feel any restraint in being creative? Or was it easy to be creative?

Material: clay, water, iron wire, plastic

Expression

Story

Make up a story together. Someone starts with the first sentence. Another person creates a second sentence, etc.

Improvisation

Someone starts miming something. Whoever feels inspired by this stands up. The first one sits down, while the second person starts miming etc.

Guiding questions

1. Did you think this task was an easy one? Why? Why not?
2. Are you a creative person? In what sense? In what sense not?
3. What does it mean to you - "creativity"?

Creativity

Creativity