
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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Value Card

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Action Card

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Action Card

Free time is the time you can shape and model. You are being challenged and you have a possibility to become involved. An involvement starting from curiosity maintained by willpower and drive and awarded with contentment and joy. Satisfaction, joy, relationships and closeness provide quality time.

Free time

Game

Every player gets a card on their back. There are four sorts of cards: commitment, planning your own time, fun, relationships/solidarity. The players try to find people with the same card, but without speaking to each other. When they find the members of their group, then they have a small discussion about the topic on their card. Afterwards a resume of this is presented to the others. This way, you can start a group discussion.

Discussion

Every participant gets a blank scheme of the week. Everybody has to describe how they use their time, by using different colours.

Red: school/work
Green: study/chores
Blue: sleep
Yellow: free time

The participants have to define their free time in detail.

Guiding questions

1. What is the main colour in your scheme?
2. What is the balance like between the different colours?
3. Do you only have a small amount of free time? What do you do during that short time?
4. What's on top of your free time list?

Material: pencils (yellow, red, green, blue), copies of a week scheme