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HUJAMBO

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

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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

A smile can often work miracles. Humour creates a positive and relaxed atmosphere, where young people and their mentors enter a relationship with one another. Humour provides an alternative view of the world.

Humour

-

putting things into perspective

Expression

Scenes

The participants form groups of six to act out the scenes. Everybody takes a part. After a short time to prepare, they act out the scene in front of the whole group. You can think of other situations using the same principle.

Scene 1: At an Italian restaurant

You need: a guest, a waiter, a plate with spaghetti, a bottle of ketchup, a knife, a peppermill.

The guest orders spaghetti and a glass of red wine. After much waiting, he is finally served. The guest is not really pleased with the sauce and orders some ketchup. The waiter keeps a friendly face and brings the ketchup. After a few minutes the guest wants some pepper as well. The waiter also brings this. At the end, the guest realises he doesn't have a knife, and wants this to.

Scene 2: At the supermarket

You need: a lady or gentleman going shopping, a shopping basket, a shop assistant, a cabbage, a can of peas, 100 g of cheese in slices

Somebody goes shopping in the local supermarket. At the fruit and vegetable stall, the client asks for a cabbage. Before putting the cabbage into the basket, it is thoroughly checked for worms and mould. The 100 grams of cheese is to be found at the cheese counter. The can of peas is also on the shopping list, but not easily found. The shop assistant has to help.

Guiding questions:

1. Do you often laugh? When do you laugh? When don't you laugh?
2. What sort of effect has humour on you?
3. Are you a humorous person?
4. What sort of your humour do you consider "good"?
5. How important is humour in your life?

Handicraft

Task

The participants try to design something that makes other people laugh. They can use all the materials.

Guiding questions:

1. Was this an easy task? Was it difficult?
2. Do you make other people laugh sometimes? Do you smile at people?
3. Do you laugh a lot? Are a humorous person? Is there a difference between the two or is it the same?
4. How important is humour to you?

Material: all sorts of handicraft stuff - glue, scissors, paint, paper, pencils, little pots etc