
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

By showing interest in the lifestyle of young people, you will not only know what motivates and drives them, but also what keeps them awake at night, what troubles them. Through involvement, it is possible to meet their needs, to listen to their questions. By reaching out a helping hand, following the same path and supporting them when they need it, you will create a bond. Bonds based on "closeness" will help young people feel supported.

Involvement

Game

Every participant gets a sticker with the name of another participant on it. Write a positive quality that person has under their name and stick the sticker to their head or on their back. Now the participants have to walk through the room and guess their quality by asking yes/no-questions to each other. They can only ask 1 question to 1 person at a time.

Guiding questions

1. What did the naming of this positive quality do for you?
2. What does "involvement" mean to you?
3. When people do not have any common interests, how can you create them?

Material : Paper stickers (labels), pens

Involvement

Handicraft

A book of friendship/collage

Each participant gets one question, concerning for example hobbies, home, family, free time, youth movement, dreams, school etc They have to ask their question to all the others.

There is a big sheet of paper for each participant to use to record all the answers. This can be done in different creative ways. (E.g.: collage using parts of magazines, newspapers etc) Afterwards, the participants can ask questions about their sheets.

A discussion can follow, where everybody has the opportunity to exchange their experiences - things they noticed about others, surprises etc

Guiding questions

1. Was there anything you did not know about someone else?
2. Did any similarities come up?
3. How does it feel when others are interested in you?
4. What does "involvement" mean to you?
5. When people do not have any common interests, how do you create them?

Involvement