

# GETTING STARTED WITH HUJAMBO

HUJAMBO consists of two parts: a manual (which you are reading now) and the game:

The **manual** gives you an explanation about the game, and some background information. You should read this before actually playing the game.

The **game** consists of 20 sets of 3 cards. Each set represents a value. You'll find:

- a value-card. On these cards you find more information about the value they represent.
- 2 game-cards. Each card mentions a method and some guiding questions in order to start a discussion about or evaluation on the value considered. The methods are games, discussions, verbal/ non-verbal expression exercises or manual creativity.

## Before you start ...

You will be leading a group, using HUJAMBO. We hope it will be a positive experience for you and your group. Before you start, we want to give you some advice, so that you can increase the chances for a successful HUJAMBO-moment!

1. Prepare yourself as a trainer in a practical way.
  - Read the manual thoroughly.
  - Make a selection of cards. Decide which ones to use or between which ones the group can choose.
  - Make sure all the material you will need is present.
  - Find an appropriate room to play. Make sure there's also a spot where you can sit together to have a talk or to start a discussion.
2. Prepare yourself as a trainer, concerning the content of the game.
  - What do you want to achieve by playing this game? Adapt your choice of value-cards and methods to these goals.
  - Decide which values you want to discuss, which methods you want to use. Keep the group, the context, ... in mind!
  - Take a look at the guideline questions. Adapt them when needed.
3. Make clear arrangements with the group.

HUJAMBO contains a lot of different possibilities and can be widely used, certainly concerning values and methods. As a trainer, you decide which values appear in the game. During a game:

- one value can be the centre of attention.
- different values can be used.
- all values can appear.

When you've decided which values appear during the game, you can make a selection of methods. With each value, you can choose one or two methods.

## Playing HUJAMBO

After you as the trainer have selected the values and methods and collected the material needed, the game can begin. You will lead the process of the game and you will also provide guideline questions to guide the conversations.

During the game, you can work in different ways:

- You choose one value and one method. You approach that value through the chosen method.
- You choose one value and 2 methods. You now have two different ways to approach the value. The participants can choose which one they prefer.
- You choose different values and one method matching a certain value. You approach the values through the matching methods. The players choose a value-card and do whatever the method-card tells them to do.
- You choose different values and two methods for each value. Participants can choose which one they prefer.

## Other possibilities

**Follow-up game:** The game can be played in different stages; for example, by focussing only on 1 value during 1 meeting. This way, all the different values could be approached after some time. At the beginning of a new meeting, there can be a reflection on the previous one, and the value that was tackled then.

**Endless possibilities:** There are many more possibilities than the ones presented here. You can play with more than 2 groups; you can start from 1 particular card; you can work with clay but not in an ordinary way ... Endless possibilities! On condition of course, that you reflect before playing whether the chosen possibility is really "possible".

## Points of attention and suggestions

**Game-cards:** it is important that the text is not read aloud by the trainer. This is because of the fact that there is information on the card, which is not of immediate importance for the players. This extra information is only useful when the game has been going on for a while.

**Value-cards:** These can be read by the players.

**Groups:** the number of participants in every group should preferably be between 5 and 12.

**Emotions:** Playing a game on values can trigger a lot of emotion. Therefore it is important to plan time after the end of the game, where the participants can express themselves about their experiences playing the game, especially about their feelings and the effect it has had on them. It is important to give them appropriate space and time to reflect – maybe to journal on the experience. Make sure that they have a break afterwards before doing something else.

## The story of HUIAMBO

The creation of HUIAMBO is a story in several chapters: The first chapter was written several years ago when the youth pastoral group decided to write down the vision of the Don Bosco Youth Organisation in Flanders, Belgium (Jeugdendienst Don Bosco). What distinguishes us from other organisations? Which values do we find important in our organisation? Where do we stand for? Those values were collected and defined. Some people brought up the idea of "a house full of values".

Couldn't we do more with these values? This next chapter was written very carefully. We wanted to create a game that was based on those values. This way, people taking part in one of our courses could experience which values are important in our organisation. Through the game, they would also be able to express what those values mean in their lives. The game would also answer a trainer's old question: how do we organise a "meaningful" evening activity about "values in life" ?

The third chapter was written by "others", from outside our organisation. They pointed out the possibilities such a game would have outside the Don Bosco Youth Organisation. Schools, youth movements, parish groups, ... were also looking for a game concerning values. The decision was taken : the project had to go beyond the walls of our organisation. The project was broadened and became a lot bigger at the same time. The end result was the board game including an interactive CD-rom.

However the story doesn't end here yet. The next chapter was written by another organisation: Don Bosco Youth-Net ivzw. This is an international network to which the Belgian organisation belongs to. At our intercultural exchanges we were looking for an ideal method to discuss about values. Most values are culturally determined, and often conflicts between "cultures" are the result of conflicting values on which these cultures are built. As dialogue is the best solution to solve conflicts, we were looking for a method we could programme into our intercultural exchanges to facilitate the dialogue on values between the young people taking part in the activity. Through our Belgian trainers HUIAMBO was introduced into the network.

However we realised that the original game needed to be adapted to the specific needs of international youth work. To solve these questions we needed to write another chapter.

This next chapter was co-authored by the European Youth Foundation. Through the financial support of the European Youth Foundation our trainers could get to work on updating the values and methods included in the game. We wanted to make HUIAMBO available for everybody who could use the game, who could be inspired by it, who could create new extensions to the game. The best way to do this was by creating the [www.hujambo.info](http://www.hujambo.info) website. This makes the game available to all who have access to the internet. Making the game available as a download created some limitations as well. We had to eliminate the cd-rom and the use of the die. Luckily there are 2 sides on every coin. The use of internet technology makes it possible that extra games sets can be added infinitely. Therefore we would like to ask you to write the next chapters of this story, by playing the game and using your experiences to add extra game-sets to HUIAMBO.

## HUIAMBO

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

HUIAMBO gives you plenty of material, so you can give appropriate thought to **values** in a playful, creative and yet serious way – these are Values that are already important or that might become important in a participant's life.

HUIAMBO aims at young people from 15 years of age upwards. It can be used in a youth movement, in a youth club, at international youth meetings, during youth retreats, in schools etc

HUIAMBO contains 20 values; each value being approached in 2 different ways. In this way, it offers a wide range of methods and contains something for everybody. It is an open game which allows trainers to add and share their own values and methodology.

HUIAMBO is Swahili and it means: "Who are you?" - its the question which the game wants to help young people find their answer to.

We wish you and your group a "valuable" play experience, which contains a place of meeting and enough time for good discussions.



Don Bosco Youth-Net ivzw is an international network of Don Bosco Youth organisations and Salesian youth ministry departments. The aim of the network is to promote international learning opportunities for the young people which are active in its member organisations. For more information on Don Bosco Youth-Net ivzw visit our website <http://www.donboscoyouth.net>.



HUIAMBO was created with the financial support of the European Youth Foundation. This foundation is part of the Council of Europe and supports youth projects focussing on the basic values of the Council of Europe. More information on the European Youth Foundation visit their website <http://www.yef.coe.int/fej/>.



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