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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.

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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

Play and playing contribute to the development and self-realisation of children and young people. Playing offers possibilities to create positive and spontaneous relationships, to structure groups, to take on appropriate responsibility, to create open and warm atmospheres... and is also a superb way to relax.

Play and the act of playing is not neutral. They confront you with values concerning being together, how to support weaker players, honesty, effort, fun, 'falling out' and making up again and standing up for each other ...

Play - playing

Game

Medley of games

The first game is started. Once that gets going, a second game is added - then a third, you even can add more if you want . Everything is played in a circle. The games should be started in the order you find them here.

1. I wrote a letter to my love

The group recites "I wrote a letter to my love", during which one person walks around the circle. At the end, he/she drops his "letter" (handkerchief) behind someone. That person chases the first one round the circle. The first one to reach the empty place in circle wins. The other one has to drop "the letter".

2. Cat and mouse

One person plays the cat, another one the mouse. The cat tries to chase the mouse. They can run round the circle, crawl under the other players' legs, ... The roles can always be changed by shouting: "Cat becomes mouse and vice versa!". When the cat catches the mouse, two new players play the game.

3. Raising the flag

One player runs around the circle with a flag. After a while he puts himself in between 2 other players. They have to run around the circle, in the opposite way. When they meet each other on the way, they "kiss" and continue the run. The one who catches the flag, wins. He can hold the flag between 2 other players in the circle.

Material: a handkerchief, a flag.

Guiding questions

1. What is important to you concerning playing?
2. What is it to you: "play - games"?
3. Do you like to play?
4. Do you often play?
5. Is there anything you can learn from a game?

Discussion

Silent talk

The following statements are written on big sheets of paper. Every participant can write down his/her reaction to the statements. They can also react on each other's reaction. Everything happens in silence; all the arguments are written on the papers.

When the group has finished writing, they take a look at the papers. If you wish, you can start a group discussion afterwards.

Statements

1. Playing games is something little children do.
2. Playing games is a challenge to take on responsibility.
3. In each game you should be able to cheat.
4. Computer games are the best.

Material: big sheets of paper, different pens.