
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.

HUJAMBO

is a publication of Don Bosco Youth-Net ivzw, which is produced with the financial support of the European Youth Foundation.



HUJAMBO

Value Card

HUJAMBO

Action Card

HUJAMBO

Action Card

Receiving opportunities

-

giving faith a place of its own

-

self-realisation

"Young people carry their own future." This positive belief in youth pushes us to offer them new opportunities time and time again, so that they can develop their own abilities. This development always takes place in relation to themselves, others and society as a whole. The inner strength and motivation of these young persons are the striving force.

Expression

All the participants get a different sort of voice: a big loud voice, a sharp shouting voice, a soft whispering voice, ... One participant is without a voice. They will have to use gestures to communicate. The group has to decide on which film they will see that night. Each participant takes part in the discussion, using his/her particular voice. Choose some films, e.g.: Jurassic Park, The matrix, Rain Man, Finding Nemo etc

Guiding questions

1. Did everybody get a chance to give their opinion?
2. Did everyone listen to you when you said something? Or didn't they?
3. Where you ever in a situation where you did not get any opportunities to put your opinion?
4. Where do you get opportunities?
5. Who would you like to get more opportunities?

Receiving opportunities

Handicraft

The participants split into 2 groups. Each group has to imitate a famous painting (e.g.: the sunflowers by Van Gogh). To get some material, the groups take turns in throwing the dice. Group 1 can get some material when they throw red, green, blue and yellow. Group 2 can get some material when they throw orange or purple.

Guiding questions

1. Which group received the most opportunities?
2. Where you ever in a situation where you did not get any opportunities?
3. Where do you get a lot of opportunities?
4. Who would you like to get more opportunities?

Material: paint, brushes, big sheets of paper, water, newspapers, dice

Receiving opportunities