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[www.hujambo.info](http://www.hujambo.info)

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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.

**HUJAMBO**

is Swahili and it means: "Who are you?"  
A question which the game wants to help young people find an answer to.

**HUJAMBO**

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**HUJAMBO**

**Value Card**

**HUJAMBO**

**Action Card**

**HUJAMBO**

**Action Card**

We offer young people a place where they can feel at home and where they get the possibility to be whom they are, to express their feelings and to shape their personality. We offer young people a place where they can acquire new skills and knowledge, where they learn to take on responsibility and where they will be trained to deal with the world around them. We offer young people a space to relax and to play. This way, they can meet their peers, talk, have discussions, form relationships, accept solidarity, live through certain moments together and work together towards one goal. We offer young people a place where they can search for the meaning of existence, the meaning of their lives. This way we give space to young people to feel at home, to learn and to look for meaning.

# The 'Oratorio' - places

## Discussion

The group has a discussion on the "oratorio-place". The value-card is read as an introduction, so that the participants can get some background information.

### **Guiding questions**

1. Are the 4 oratorio-places present in your life?
2. Which one of them is the most important for you?
3. Do those 4 places exist in your oratorio, in your school, at your youth movement, ...
4. In what way do you, as a group, want to work on these places? Which place does the group consider to be the most important one?

The 'Oratorio'-places

## Handicraft

Every participant creates "a house" where the four "places" (a place of your own, a place to learn, a place to relax and play, a place to search for meaning) are represented.

After constructing their house, the participants show the others how they implemented the different places, which symbols they used etc They can also discuss about the importance of these places in their life.

### **Guiding questions**

1. In what way do the houses resemble each other? Why do they resemble each other? In what way don't they?
2. Which place is the most important to you?
3. Can you compare your "house" with your real situation at "home"?

The 'Oratorio'-places

**Material:** all sorts of handicraft things.