

1

memo [rise me]

In this game, the players must find the matching questions and answers. All cards are laid out face down so that the text is not visible. The first player starts and flips over 2 cards at random. It is important that all participants see the content of the cards (read out loud if necessary) and they should try to memorise which card is where. If the two cards match, the player keeps the cards. If not, the player turns the cards face down again in **the same place** and it is the turn of the next player. The player with the most pairs at the end of the game wins.

Tip: The game works best in groups of 4-6 people. If necessary make copies of the cards using the grid overleaf and give the whole set of cards to each small group.

2

bingo!

Split the group of participants into small groups and distribute only cards with answers [each small group receives about 6 answer cards]. The facilitator reads out the questions. The group who thinks they have the matching answer shouts BINGO! and they can give an answer. If they are correct, the group gets the matching card and the game continues. If there is more than one group who shouts BINGO! the facilitator indicates the one who was first and they have a right to give an answer. If they are correct, they get the matching card. If they are wrong, the facilitator takes away their answer card. The winner is the group who receives the most matching cards.

3


a perfect couple

The participants stand or sit in a circle. Distribute to each participant a random card from the set; it can either be an answer or a question card. The task of each person is to read out what they have on their card and to give an answer [if they have a question] or to ask a corresponding question [if it's an answer].

To introduce a competition element, you can split the group of participants into smaller teams [3-4 people] and distribute the cards [mixed answers with questions]. The teams present their answers and questions one by one, along with what they think the correct answer/question is. The team which gives the most correct answers/questions wins.

4

it-which-must-not-be-named [taboo!]

Choose the cards with the symbol  [Taboo!] and distribute them among the participants [you might have to make a few more copies]. The participants should mill around and find a partner. One person places the card on their forehead [without looking at it first] and then the other person has to describe the highlighted word to them without using the words that are marked in the triangle on the card. When the first person guesses correctly, they swap the roles.

5

match me if you can

Distribute one card to each participant [maximum 36 people]. Participants mill around and try to find their matching pair [a question that matches an answer].

6

theme team

Each participant gets a card; it can either be an answer or a question card. The facilitator explains that there are several categories of cards, according to what they refer to [CoE, Youth Department, EYF]. The task of the participants is to form teams of people who have cards that seem to belong to the same category. In order to form these groups all participants mill around and discuss their answers/questions with others, slowly forming groups that make sense to them. In the end the facilitator asks each smaller group what they think their category is and the participants can give examples of questions and answers that gave them a hint.

Tip: This game could be used as an introduction to play another game for teams, for example DRAW IT!

7

draw it!

Divide the whole group in smaller, even numbers of groups so that they can always play in 2 competing groups. Distribute the same number of cards [questions or answers] to each group. One team member has to draw the whole content of the card in a given time to the other team members. The others have to guess what was on the card. If they guess correctly they score a point. The second group follows in the same way. The group which scores the most points wins.

Instead of drawing, people can mime the content of the cards.

Tip: This game works best with groups of maximum 6 people. Make copies of the cards from the grid overleaf if necessary.

8

storyland

Choose the cards with the highlighted words and give each participant one card. Ask the group to stand or sit in a circle and look at the highlighted word on their card. The task for the group is to tell a story, all together, that features the words on the cards. The facilitator chooses a person who will start telling the story. After a sentence or two, this person should name another person in the circle to continue the story. Everyone in the circle has to have at least one turn and the story has to, at least theoretically, make sense.

Tip: If your group has more participants than the cards with highlighted terms, you can make copies of the cards. You can also split the participants in smaller groups and distribute copies of the cards.

GAME DESCRIPTIONS



The European Youth Foundation [EYF] – a fund established by the Council of Europe [CoE] to support youth NGOs – celebrates its **40th anniversary** in 2012! To get to know the EYF a little better, take a look at the games in this box.

The games are devoted to youth and young adults and can be used during the activities supported by the EYF to familiarise the participants with the values and concepts of the Council of Europe and the EYF.

The package consists of a set of **36 cards** [18 questions and 18 matching answers] that can be used in many different ways. They cover 3 topics: pairs 1-5 = **CoE**, pairs 6-10 = **Youth Department** and pairs 11-18 = **EYF**. You can reduce the number of cards as long as you have matching pairs. On the back of this page is the whole set of cards that can be copied. Having two or more sets allows you to split a large group and play full versions of the games. You will also find games where the participants can play in teams. You can even imagine using these games in different stations for an EYF rally.

Feel free to come up with your own variations of the games and to translate them into your language. The EYF would appreciate receiving a copy, in order to put them online. contact: eyf@coe.int
