

THE GAMES-BAG

"Every good thing comes from a game" Friedrich Fröbel

To relieve pressure, to take on a difficulty, to strengthen the team spirit, to lower thresholds, to communicate without talking and to have fun – these are the aims of every game that is found in this bag.

The Stadtjugendring Lüdenscheid created this collection of games, to use it whilst working with young refugees. Organisations and associations can use it as a tool, to integrate and engage those people in their sessions.

For this reason, most of the games can be played without or with little talking. But what you need to do is to explain how to play the game. With a little bit of creativity in sign language, this shouldn't be a problem. There is a variety of occasions this bag can be used for:

For travelling to foreign countries, for an international school exchange or to talk about prejudices or being a foreigner. Our collection of games is a starter to get you thinking. Lots of games which are being played for example. Youth groups or Sunday school, are perfectly suitable for the work with young refugees as well. Circle or card games like Halli-Galli or Kniffel require only a small set of language skills, so you could do those. Our bag is awesome for different sized groups and gives you opportunities, which can always be taken one step further by you and your players.

A few tips for the leaders of the games:

- You could think of people within your group of friends, who are able to speak a different language, they could help you. Show them the rules beforehand so they can familiarize themselves with them.
- Some games require sensibility. Because not everybody (doesn't matter if refugee or not) is comfortable with being blindfolded or lot's of touching/contact. The leader should make sure, that boundaries are being kept, not ignored.
- Not every game is suitable for every kind of group. This is of major importance if you get to work with a group you don't know.
- To be prepared, the leader should take a look at the rules beforehand so they can decide what games to play.
- In case you want to play in teams, be sure to mix them up. At the end of the day, everybody should feel included and part of a team that completed a task. Do not do for example Germans vs Foreigners.
- As leader of the game, try to stay in the background, In some games, the process of how to complete the task is the actual game. It's about developing common strategies together. You can step in if you think your group is stuck and needs you. To get them thinking, you can try to help them by asking useful questions.



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|--------------|------------|--------------------|-------------------|--------------------|--------|
| | People | Time in Minutes | Language Level | inside/ outside | Leader |
| From Knee to | o knee 10+ | 15 | 2 | | X |
| Organ pipes | 5+ | 10 | 1 | | |
| We will rock | you 5+ | 20 | 0 | | |
| Easy Spider | 8-24 | 20-45 | 2 | * | X |
| Ruck-zuck | 10+ | 15 | 1 | | X |
| CultuRallye | 8-16 | 20-40 | 0 | | X |
| Fröbeltower | 4-24 | 20-45 | 0 | | |
| Schwipp-sch | wapp 5+ | 10 | 0 | | |
| Tapeworm | 8-16 | 20 | 1 | | |
| Foreign Wor | ld 6-20 | 60-180 | 3 | | X |
| Flying Carpe | t 5-20 | 10-30 | 1 | | X |
| Panjag | 2-8 | 10-20 | 0 | | |
| Soap box car | ts 4-8 | 60-120 | 1 | | X |
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| Organisation | for Introduction | Teamwork | additional Material | Loosing inhibitions | |
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| X | X | X | | | Page 7 |
| | X | | X | X | Page 7 |
| X | | X | | X | Page 8 |
| | X | | | X | Page 9 |
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| X | X | X | X | X | Page 18 |











You will need:

Chairs, a deck of cards (Symbol-cards from "Foreign World" will work as well)

Set up:

Put as many chairs in a circle as there are players. Each player takes a card from the deck and remembers the suit (hearts, diamonds, spades, clubs). Collect the cards back in.

Moving chairs:

The leader takes a card and shouts out the suit. Every player with that suit moves to the chair to their right. They sit on their neighbours lap. The leader picks up another card, the players move again. If somebody is on your lap you can't move. It is possible to have several players on your lap. The winner is the person who makes it round and back to his original chair first.

ORGAN PIPES

How to play:

The kids line up, trying to be in order of:

- height
- shoe size
- date of birth



Some refugees might not know our alphabet, or how to write/read. So tasks that don't require you to read will work better

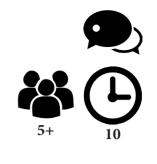
WE WILL ROCK YOU

You will need:

Paper, Pen

How to play:

Sit down in a circle. Everybody has to write their name on a piece of paper and put it on their jumper/ shirt, visible for everyone to see. Then you start a beat of "we will rock you": clap on you lap twice and your hands once. While clapping your hands, a player says his name. The next time you clap your hands, the player selects another one to say his name. It's important that you keep the rhythm. If somebody is slightly off beat or says something wrong, they're out. The less players, the faster the beat.









EASY SPIDER



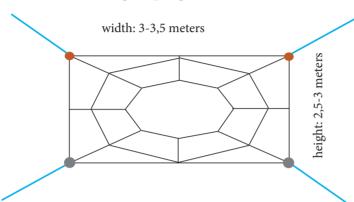






You will need:

A spiders web and 4 straps Somewhere to hang it up (eg. 2 trees)



Set up:

Hang up the web. Use the straps to fix in onto trees or similar (3.5 -4.5m). The orange bronze rings have to be on the top. You can adjust the size of the holes with more string or clips.

How to play:

All the players stand on one side of the web. Now the group has to try to get to the other side, using the holes, but...

- Every hole can only be used once (twice with groups of 17 or more)
- You can't touch the strings
- You can't jump through the holes

Tips:

- It can take some time for the group to figure out that they have to work as a team and carry people. Just wait until they've got it, that's very important. Maybe the group needs more than one try
- Make sure that the players are being carried through the holes facing the sky. Also, make sure to protect the back of their heads at all times
- It's easier to let people carry you, if you know them. To get rid of possible insecurity, one of the more confident players could offer to be carried through first.

Ruck-zuck











You will need:

A deck of cards.

(You also can use the symbol-cards from the game "foreign world".)

Set up:

Two teams have to queue in two lines and need to sit down. (If possible on the floor, but also

chairs are an option.) The first player gets four cards, one of each suit.

The Rules:

- The leader of the game picks one card from the deck and shows it to the last person in the queue. This person has to tell the suit of card to the person in front of him.
- But in these way:

Diamonds: touch right shoulder

Hearts: touch left shoulder

Spades: touch both shoulder

Clubs: pat them on the head

- In this way you have to pass the signal through the whole queue.
- The first person in the queue has to raise the card with the right symbol.
- The group will get one point, if the answer is correct.
- The first person in the queue has to join the end now.
- The group who gets back in their starting position first, wins the game.



CULTURALLYE



You will need:

Depending on the group size 3 or 4 Tables Dice, Diceshaker, Counters, Rules (for every table)

Beforehand:

This game is set on language level 0, which means that you're able to explain it in sign language. For this you also have a test period to try out the game. If you want to do an evaluation afterwards, you have to raise the number of the language level. An evaluation is not absolutely necessary. On the first hand it's made to confront people with a communication barrier. The group has to decide, how to solve the problem without using any words.

Set up:

On every table you will need an action dice, a rallye dice and a game board. Every player will also get a Cup with 20 counters.

Aim:

Whoever collects the most counters will win the game.

Test period (5-10 Minutes)

- All players familiarise themselves with the rules at their table. No counters will be paid in this round.
- All questions can be asked to the game leader.
- The groups are not allowed to communicate with another group.

1. Period (3-5 Minutes)

- The Rules are removed from the Table.
- Nobody is allowed to talk.
- The Player rolls a dice and will also win and lose their counters.
- Five to 8 rounds should be played.
- The game leader will end the Period by giving a signal. On each table you have to figure out who is the winner by counting the counters. The person with the most counters wins. The winner of each table moves on to the next Table.

2. Period (3 Minutes)

- The game leader has to anounce again, that nobody is allowed to talk.
- Repeat the Game.
- As soon as the people realise, that every table has it's own rules, they will have to find ways to communicate with each other.
- After five rounds the winner of the table has to move on to the next table.

End of the game and reflection

- It would be ideal if ever player was confronted with different rules after the whole Game.
- All Players have to move back to their first "home base" table.
- If the language barrier isn't too big you can give them a chance to talk about the whole game:
 - How did they solve the problem?
 - What was the biggest problem? What was the biggest success?
 - What kind of similar experiences have they had in their every day life?



FROEBELTOWER







You will need:

Crane with ropes, 6 wooden logs Lots of space

Beforehand:

The main factor is teamwork. Without using words the group has to decide how to solve their problem best. The Group will need patience and fine motor skills.

Set up:

Attach the rope to the plate with the holes, depending on the size of the group. Place the wooden logs somewhere in the room. You can place them standing up in the room or lay them down on a chair or in the corner of the room. One log has to stay in the middle of the room. This is your starting log.

Aim:

All wooden logs have to be stacked on the starting log. You have to use the crane to stack them.

Rules:

- One rope per person.
- The rope has to be held on the very end.
- You are not allowed to touch a log with your hands. But you are allowed to move them everywhere by using the crane.

Variations and handy tips:

- You can play this game in groups. Who can build the highest tower in a chosen time?
- Tower set down
- All players except one are blind folded. The none-blind-folded-one has to give them advice. These variations are only possible if the language barrier isn't too big.

SCHWIPP-SCHWAPP







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Set up:

All players are in a circle.

The commands:

- In this game an action has to make its way around the circle.
- Clap your hands and say "schwipp": The person to your left is next.
- Clap your hands and say "schwapp": The person to your right is next.
- Jump towards somebody in the circle, raise both arms and say "boing": The person you are jumping towards is next.

Tips for the game leader:

You can start this game without using any words. To start you have to show the movements for "schwipp" and "schwapp". Let the players figure out, what they have to do. Add the command "boing" after a while.

TAPEWORM

You will need:

String with a spoon



How it works:

Two teams have to line up. Every team gets a string with an spoon attached. The teams have to get the spoon and string as fast as possible through all ther clothes: Start with the spoon from the collar to the trouser leg of the first person and go the other way round for the next one. The team who connects all their team mates in this way first, wins the game.

FOREIGN WORLD







You will need:

A Leader (Ideal: one per group) Two Rooms Stones with Symbols Paper and pen for each group

Beforehand:

This game is best suited for groups that want to explore, what it feels like to live in a different culture. This is why you will need to be able to communicate in some degree.

Set up:

You play in two groups. Each group needs to go to a room. Additionally, every player gets five different symbol stones.

Phase 1: Two cultures

Every group gets the task of developing their own culture according to a topic. Therefore you have to invent gestures, words or rituals. The symbol stones are there to help you. (There are special instructions for both groups. It would be the Best if the leader reads it beforehand and explains the most important points.

Phase 2: journeys

After 30 minutes one player per group is allowed to visit the other culture. The groups have to behave in an authentic way, while their visiting. At home the visitor reports what he/she experienced. 3 journeys are possible in this way.

Phase 3: the guide book

Both groups create a guide book about the different culture. In the end both groups come together and present their travel guides. And now it gets exciting: Did the visitors understand everything? Did they interpret rituals and gestures right? What did the visitor feel like? What does this experience teach us about the contact with other people?

Tips for the game leader:

- Try to let the groups develop their rituals, gestures and languages on their own. But give them ideas or inspiration. Ask questions, "Is there a hierarchy? How do you behave towards foreigners? What are taboos? What happens if somebody breaks the rules? ..."
- You could also invent two other cultures and adapt the game to your own needs. It is Important that they have different moral concepts. Here is another example:
- Rantaba: Land of dealers and individualists. Profit maximisation is the highest precept. Success gets rewarded. Failure gets punished.
- Malindi: A land full of natural resources and wealth. Women define the society without causing oppression..
- It is worth it to invest time in the game before you start. The presentation of the guide book does not have to be the end of the game. It can be an opportunity to talk about prejudices, discrimination, cultural identity and integration.



FLYING CARPET









You need:

Green blanket with holes **Balls**

Beforehand:

The trick is that all the players move the blanket just slightly. It takes a while until the groups realise this. Therefore you should increase the difficulty slowly. If it is not too windy you can go outside as well.

How to play:

The players stand around the blanket and hold it. They have to transport the balls through the blanket's holes according to the leader's instructions. The players are not allowed to touch the ball at any time. They can only move the blanket. If the ball falls too early or in the wrong place, the players have to do the task again.

Step by step:

- difficulty 1: one ball Choose a ball which has to be transported through any hole that fits it size.
- difficulty 2: two balls Two balls are on top of the blanket at the same time. The players have to transport them into two holes which the leader chose beforehand. The order does not matter.
- difficulty 3: three balls Three balls are in the game. They have to be transported through the chosen holes in a specific order.

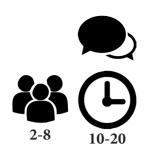
Tips for game leaders:

You can organise the difficulty as you wish. Increase it slowly. Change it by varying the number of balls, the holes you choose and the balls order. Combine these elements.

PANJAG

You need:

Red and white glass stones



Beforehand:

You can play this game without talking. You just have to show the players what to do. It comes from Afghanistan. "It's a girl's name", said one of the participants in the workshops.

How to play:

You put the white glass stones on a table (or the floor). The red stone is the starting stone. The

person who picks up the most stones wins.

The qualifying round:

- The starting player puts the red stone in his/her hand. He/she has to throw it and catch it on the back of his/her hand.
 - If the player catches it, he/she is qualified for the next round. This round takes place straight afterwards. If he/she does not catch it, it is the next player's turn

The points round:

- The current player throws the red stone from the back of his/her hand.
- Meanwhile he/she has to collect as many white stones as possible.
- At the end the red stone has to be in the player's hand as well..
- If the player succeeds he gets the collected stones as points. If it is the player's turn again, the points from the last round count as his treasure. They cannot be given away again. After this the next player starts his/her qualifying round.
- If a player cannot catch the red stone, he /she has to pay four points (but never of the treasure). It is the next player's turn.
- The game ends when all of the white stones are collected.
- The person with the highest number of stones wins.

SOAP BOX CARTS



You will need:

Two soapbox sets Newspaper or cardboard, scissors, tape Two rooms or a dividing wall

Set up:

Each team gets a soapbox set which they take to their separate rooms or areas. It is important that the teams do not see each other.

Aim:

Every team has to build a cart with the available materials. There are multiple ways of doing this. The participants can be creative.

The Cart:

The soapboxes should have a brake and a steering wheel. One person has to drive it. It has to be pushed by maximum two people.

The game leader should give the teams enough time to finish their carts. You should plan about 30-60 min for this construction phase.

Marketing:

Each team has to create a slogan and a logo under which they participate. They can also make some decorations with newspaper or cardboard to fit it.

The Check

After this both carts get checked by the game leader. Do the brake and the steering wheel work? Is it safe? Did the teams only use the given material?

The Race:

At the end both teams have a race. Mark a starting and finishing line outside (or inside, if there is enough space) and off you go!

Attention:

- The main part of the game is to build the cart as a team.
- The soapboxes are made to be pushed. Do not try dangerous races on steep streets.
- We did the test drives with persons up to 70 kg. The driver should not be heavier than that.
- Please tell us, if something breaks so that we can replace the broken parts.
- Tie everything up safely, but remember that you will have to take it to pieces again afterwards.
- We are looking forward to pictures of your creative constructions.

Game variation:

You can also decide to play the game differently: Both teams build carts which are identical in structure. However, only two people (one per group) are allowed to meet. Three meetings allowed. It has to be in a place where nobody can see the carts. This variation requires a higher language level.





Translation from Josephus Bastian, Ariane Zint und Timo Hüttebräucker





The Stadtjugendring Lüdenscheid was involved in a project of the Landesju- gendring in 2016 called "Jugendverbandsarbeit mit jungen Geflüchteten". The games bag is the result of this Project. The bag was developed in cooperation with young refugees and teenagers from Lüdenscheid.

You can lend this bag from the Stadtjugendring Lüdenscheid. If you want help from a leader or if you would like further information about the topic, please feel free to contact us.

We would be happy to hear about any feedback.

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