

LINGOQUEST

Learn another language while doing fun activities! The game is played with the languages of the participant teams, and English to help everyone understand. Start by introducing simple words for the teams to learn.

Level 2

Croatian	Slovak
Dakujem	Molim
Hvala	Prosim
	

In level 1 the players draw the word they see, hints can be used if necessary.

In level 2 the players translate the foreign word to their language. The players are provided with a set of words to choose from.

In level 3 the players will look for clues in the room that lead to the next clue (such as a location). The team will have to follow the clues to find the ending of the game (this can be a reward). Different colored clues can be used to have multiple teams play at the same time.

Level 3



Use as much graphic material as possible during the activity!



BROKEN TELEPHONE AND DIFFERENT LANGUAGES

The aim is to overcome language barriers and learn new languages through a fun interactive game



5+ years old

15-30 people
(if applicable)

1. Form mixed teams (different languages)
2. Teams sit in rows
3. Each round starts with a different person



"Sound and writing"	"Sentence challenge"	"Combining languages"
The sender whispers a word in their language (it can be written down)	The sender whispers a sentence	The facilitators tell one player one word of a sentence, repeat this with every team member
The word is passed on from player to player	The sentence is passed on from player to player	The word travels through and the last person writes the word down
The last person says the word out loud and guesses the meaning	The last person says what they heard and either translates it, or gestures it	Each word is in a different language, the group translates the sentence that forms (help from translator)

Use as much graphic material as possible to explain the rules!



GAMIFIED ACTIVITIES FOR YOUTH

New activities created by the training participants!



Co-funded by the European Union

THROUGH EMOTIONS WE RISE

CV OF YOUR LIFE



WHAT WAS THE PROJECT ABOUT?

Youth workers from
9 EU countries
gathered in Idrija

We explored
gamification
elements in youth
work

Participants formed
groups and
invented new
activities that can
be used in youth
work



Scan for detailed rules and
more info about the project!

Debrief: Reflection on the activity with help from the facilitators, link between actions and goals.



Step 5

Aim of the activity is self-growth: for youth to get to know themselves better and to get an idea what they want in life.

The activity is completed across a youth exchange but the timeline is flexible to the needs and convenience of the exchange.

First step: Try new activities to explore what they like and what is possible in life. For example visiting a farm, trying new sports, market of skills etc.

Second step: The participants fill out a questionnaire, which is there to support the youth in thinking about their goals in life. The answers will be gathered into one place by the facilitators and only the answers will be shown in a later activity to give the youth a more clear idea of their goals in life. **The questionnaire can be found by scanning the QR code.**

Third step: Creating a CV of life, this can be done in a creative way in any art form that they prefer. The work will be done alone but the facilitators will help if participants need it.

Final step: Wrapping up the activity with discussing possible problems and worries. Other participants can provide ideas or materials to overcome the problems. Lastly the participants will write a letter to their future selves to properly reflect on the activity.

Action planning/Card 2: After the first card, facilitators ask for feedback on the activity so far. Participants are given a second card with a question: **What are the 3 practical actions that you can take today to achieve that?** Facilitators may provide examples.



Step 3



Execute actions: Participants are given 3 hours to take the action they identified in Card 2. This step is crucial in shifting reflection into action. The facilitators will provide support when needed.



Step 4

Vision setting/Card 1: Participants are given a card with two questions to answer individually. **Where do you see yourself in 1 year, 5 years?** This is will encourage participants to think about their short- and long-term goals. Participants are given time to reflect without pressure. Facilitators may give sample answers to help.

Step 2



Guided meditation: The activity starts with helping participants relax, connecting with their emotions and encouraging self-awareness. Prompts like visualizing their current life may be used.

Step 1



Aim of the activity is to make youth realize what they see in social media is often fake, and to empower them reach their goals.