



RULES OF THE RAVBARJI & ŽANDARJI GAME



You have one new friend
request: Mother Earth



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INTRODUCTION

The game *Ravbarji in žandarji* was developed in the Erasmus+ financed project You have one new friend request: Mother Earth. The game's aims are to raise awareness of the importance of environment protection, promoting sport activity and fostering intercultural dialogue among young people. This game was developed by young people, aged 16 to 19 and is suitable for this age group or others if adapted.

The game is set outside, in a town where you set 6 meeting points where individuals have to answer questions and get points. The goal is that participants get all the points and come first to the finish line. However they are threatened in between by other players who want to steal their points.

The game begins...

YOU HAVE ONE NEW FRIEND REQUEST: MOTHER EARTH

About the project

The projects' key topics were environmental protection, healthy lifestyle and overcoming stereotypes which are the topics that young project designers find important. The project united young people, aged between 16 and 19 years who prepared the 8-days long youth exchange in Slovenia with the support of the youth leaders. Within the youth exchange participants were working on overcoming stereotypes connected to the diverse background of the participants, searching for good practices in environmental protection and raising awareness about healthy lifestyle and environmental protection among their peers and local community through different sport activities and socialising.

During the international youth exchange participants prepared a game which was tested in Ljubljana in the last days of the exchange. The game is now available to the public and can be used in other cities as well. With this game we are addressing the topic of environmental protection for better life quality, fostering intercultural dialogue and spending free time actively and without overuse of electronic devices.

The game can be adapted to the local realities or used as it is. It can be used by youth centres, youth workers or young people to have fun and learn at the same time. We suggest you involve at least 30 players and play it in your town. Make sure to organize this game according to your country's event organizing regulations.

We wish you lots of fun trying out this game and learn something new.

Team

RULES OF THE GAME

The game is played by two groups - *the hunters* and *the fugitives*.

The group of fugitives starts the game a few minutes before the group of hunters. The fugitives are given a map marked with target points and safe points, ribbon in the colour of the fugitives and a paper on which they collect stamps. They start the game by going to their first target point marked on the map. When they reach that point they are given a task, which they have to complete before moving to the next target point. When they complete a task, they are given a stamp. When they complete all of the tasks, they head back to their starting point, which now represents the finishing line. The first runner who reaches the finishing line with all of the tasks completed correctly and with all the stamps wins.

But the game is not that easy, because there is also the other group - the group of hunters. In the beginning of the game they are given a ribbon in colour of the group of hunters and the map, but on their map they don't have marked target points. The hunters start the game a few minutes after the fugitives. The hunters task is to catch the fugitives. When one catches a fugitive they exchange everything - maps, ribbons and the fugitive must give the hunter their paper with stamps. A fugitive now transforms into a hunter and the hunter transforms into a fugitive. Of course the new hunter isn't allowed to catch the newly become fugitive. The ex-hunter - now fugitive - continues his/her way to the next point marked on the map and continues the game as the fugitive.

In the game there are also some safe points where one can not be caught. This points have to be marked on the map.

TASKS IN THE GAME

There is one task at each target point that fugitives have to solve in order to get a stamp. Here are the tasks for each point. There should be one person at each point to give the instructions of the task and give stamps for the completed tasks. You can adapt the questions according to your needs and target group.

TASK NO° 1

Runner gets different materials (paper, dirty paper cup, plastic bottle, etc.) and he or she has to recycle them, by throwing them from a distance into the correct recycling bin. The runner has to hit all the bins and can not get a stamp and can not move on from this point until he or she completes the task.

TASK NO° 2

Runner must write a poem in 10 lines, starting with the word Ljubljana¹. Each line needs to rhyme. The song can be written in runners' native language.

TASK NO°3

The task giver takes a random word from the box and gives it to the runner and the runner has to explain it only with movement to other runners – pantomime:

- a) If there is one person, the task giver has to guess it, and if the pantomime was good, the runner gets a point and can move on, otherwise he or she has to pick another word and act it out.
- b) If another runner comes during the process, the task giver explains the task (rules) and the first runner continues with imitation, this time showing it to the second runner. The process is repeated until the pantomime is good –the second runner guesses it.

Some examples of the words in the box are: firefighter, recycling, professional cyclist, school diva....

TASK NO°4

You get a quiz and you have to answer it. For every wrong answer you will have to do one set, that is completed out of:

- a squat,
- a jump from the squat and
- a push up / 5 more squats (if one can't do a push up)

QUIZ

1. What happens when you put a ripe banana into a container of green bananas?
a) Nothing b) They all become ripe (correct) c) They dry up

2. How can you measure the human impact on the environment?
a) Water footprint (correct) b) Soil footprint c) Sea footprint

3. Which of the following isn't a fossil fuel applied for energy production?
a) Oil b) Coal c) Biomass (correct)

4. Which renewable power source is most commonly used in Spain?
a) Solar b) Wind (correct) c) Water

5. What percentage of electrical energy in Germany is produced by renewables?
a) 90% b) 33% (correct) c) 23%

6. What percentage of household water does the bathroom account for?
a) 10-15% b) 30-35% (correct) c) 70-75%

¹* or other relevant city

7. In an average Irish household what takes about 25% of all trash in trash bins?
a) Paper b) Food (correct) c) Other waste
8. Which of the 3 options contributes 70% of our atmospheric oxygen (almost 3/4)?
a) Rainforests b) Boreal forests c) Photosynthesizing ocean organisms (correct)
9. What is the most common type of debris that litters our oceans?
a) Bags b) Plastic beverage bottles c) Cigarettes (correct)
10. Which of these countries has the biggest freshwater supply?
a) China b) Russia (correct) c) Canada

TASK NO ° 5

When a runner gets to this point, he or she has to find a piece of paper, that will be hidden somewhere near the »station«, with a task written on it. He or she has to read the task and complete it. When the runner finishes with the task he or she returns the paper with the task to the task giver, who hides it again.

Tasks:

- 30 squats
- 1min yoga tree
- 15x jumping jacks
- 10 sumo squats (legs wide open)
- do a split
- do the duck dance
- do a pirouette
- hand combat
- wheel
- 10 push-ups

TASK NO ° 6

The runner has to go to a stranger and ask him or her the following questions:

- a) Do you think climate changes are real? YES/NO
- b) What do you do to protect the environment? Short answer
- c) What does the country Slovenia*² do to protect the environment and what should it do/change in the future? Short answer

To prove that he or she has completed the task the runner has to take a selfie with the interviewed person.

^{2*} or other relevant country

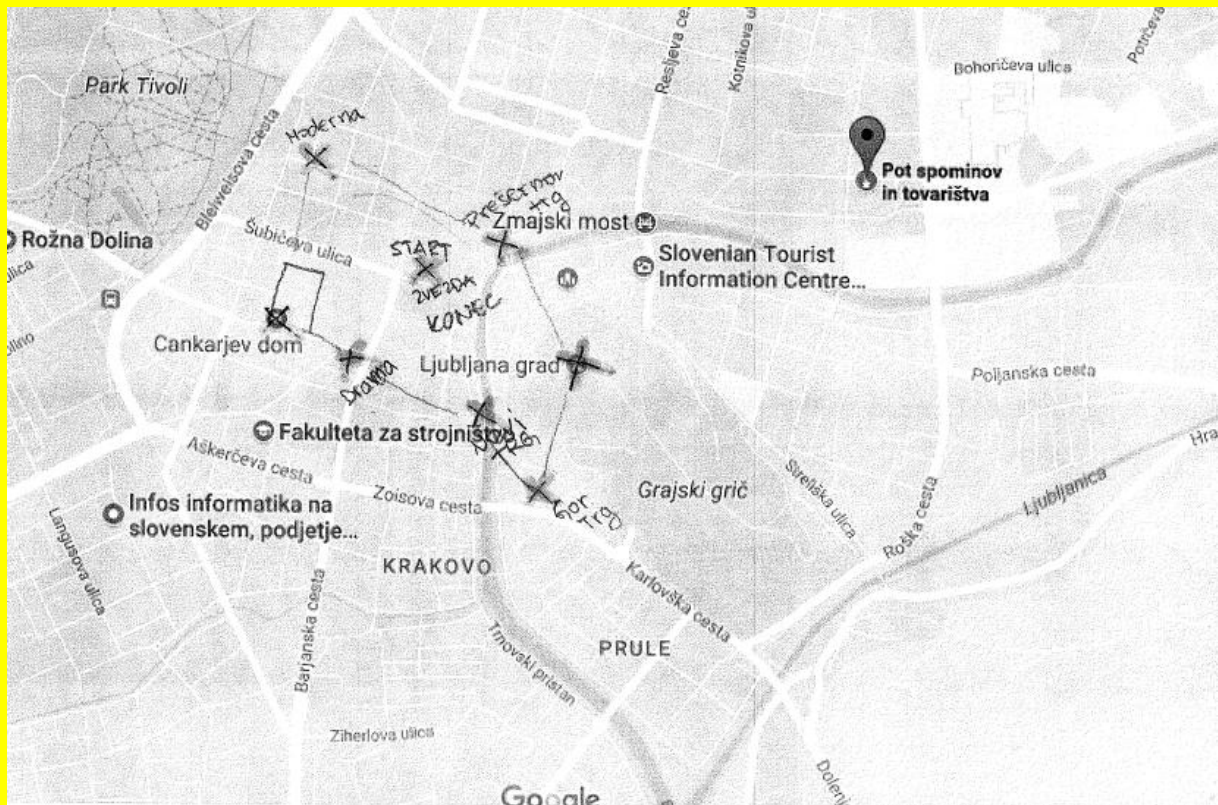
MATERIALS NEEDED

The quantity of each material depends on the number of players.

- Map marked with target points and safe points - the target points should be marked in different order for each fugitive
- Map without target points
- Ribbon in colour of the hunters
- Ribbon in colour of the fugitives
- Papers for collecting the stamps
- different stamps for every target point
- different materials for task one - paper, dirty paper cup, plastic bottle, etc.
- recycling bins
- pencil or pen
- paper
- box

THE PILOT GAME IN LJUBLJANA

When we played that game during our youth exchange we used old coloured T-shirts and cut them in pieces that we transformed into ribbons for each group.



This is the map with marked points in Ljubljana.