Ministerstwo Funduszy i Polityki Regionalnej

GAME CONCEPT

"CONNECTING GENERATIONS"

VOLUNTEERING

CONNECTS GENERATIONS

creo

**Poznan-Oslo
2024-2025**

NorSensus MEDIAFORUM

VOLUNTEERING
CONNECTS GENERATIONS

WOLONTARIAT
ŁĄCZY POKOLENIA

FRIVILLIGHET
FORENER GENERASJONER

A partnership project implemented as part of the "Initiative for Intergenerational Cooperation - BeFORme " competition, financed by the Bilateral Cooperation Fund.

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Game description and objectives

The aim of the game is for players to get to know each other , create and strengthen their relationships through interactions and cooperation in intergenerational teams . By talking about their own experiences , sharing knowledge , values and telling others about their own interests , which in comparison may turn out to be both different and common , players learn that diversity is a strength , and that conversation and cooperation lead to a better understanding of each other .

To achieve the goal of the game , participants are given a task to complete - combined into intergenerational teams , they have to recreate a selected tangram pattern , using a total of 7 pieces of this puzzle.

The team that collect all the blocks and is the first to arrange them in the indicated pattern will win this task . The game Enters its final effect when the last team has arranged their puzzle, and ends with a conversation summarizing what the participants have learned about themselves .

The game combines integration and educational elements , teaches logical thinking , active listening and teamwork . Participation in the game allows participants from different generations to get to know each other better and build a relationship based on mutual respect and understanding , which here goes beyond the barriers of age and stereotypes .

INTERESTING FACT. TANGRAM IS WHAT ?

The history of the tangram dates back to China, where it originated about 2,000 years ago. It is a traditional puzzle consisting of seven simple blocks that can be arranged into a variety of shapes and patterns . The tangram was introduced to Europe in the early 19th century , and its Popularity Quickly spread around the world .

Tangram consists of five triangles of different sizes , one square and one parallelogram . The player's task is to arrange these blocks in a specific pattern , using all the pieces , without overlapping or moving them . They can be rotated and arranged in different directions , but they cannot be moved or their shape changed . The blocks should touch each other .
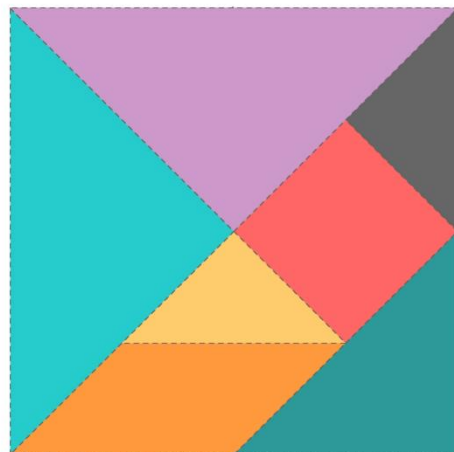
Duration

Duration : 45 - 120 minutes

Game length:

- The duration of the game depends on the number of people . So the more people , the longer the game will be. It is worth giving people in the group a chance to speak . This does not mean that it will last forever . ;)
- We also Suggest that the introductory part and summary of the game last at least **15 minutes** and a maximum of **30 minutes** .
- The main part of the game is divided into **5 rounds** . We recommend that the time to develop a question for each round be no less than **5 minutes** .
  Each team has **3-5 minutes** to respond .
- The game also offers an additional option of potentially reducing the number of rounds . In such a situation , it is important to remember that at the beginning of the game , participants should receive more blocks .

Player Characteristics

Players age : 7 - 107 years

Number of players: 2 - 36 people

Game elements

Complete set of game components:

- **6 tangram sets with colored pieces** (a tangram puzzle always consists of 7 pieces).

- **Printouts of tangram patterns for groups to solve** (only the outline of the pattern) and a printout of tangrams showing the solved pattern along with the location of a specific block.

- **4 "What do you prefer?" cards** with ice-breaking questions (introductory game, before combining players into smaller teams) (5 questions on the card).

- **6 decks of Round Cards** with questions/tasks whose answers will reveal similarities or differences between players.

  Each set of Round Cards consists of 6 questions in the following categories: **interests/experiences, free time, new technologies, point of view, volunteering** .

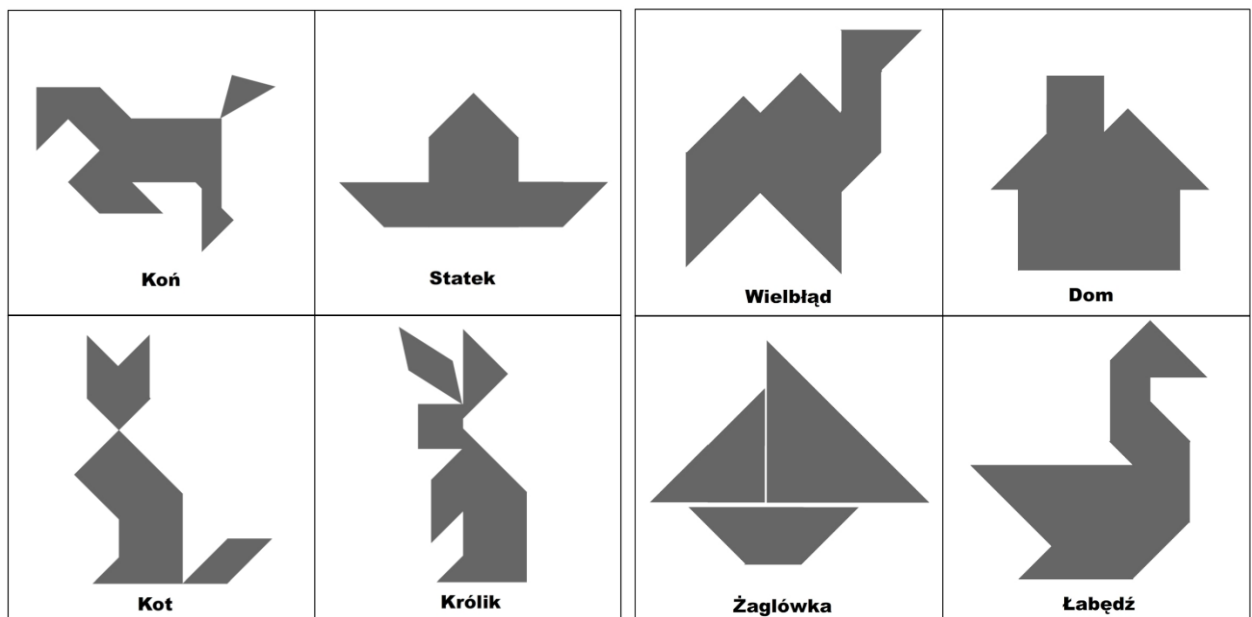 The entire set of Round Cards is 30 cards.

- **sheets of paper/ 6 pens** (they will be useful for group representatives to prepare notes while working on the questions from the rounds).

Sample TANGRAM pattern cards:

a) patterns without division into blocks

Koń	Statek
Kot	Królik

Wielbłąd	Dom
Żaglówka	Łabędź
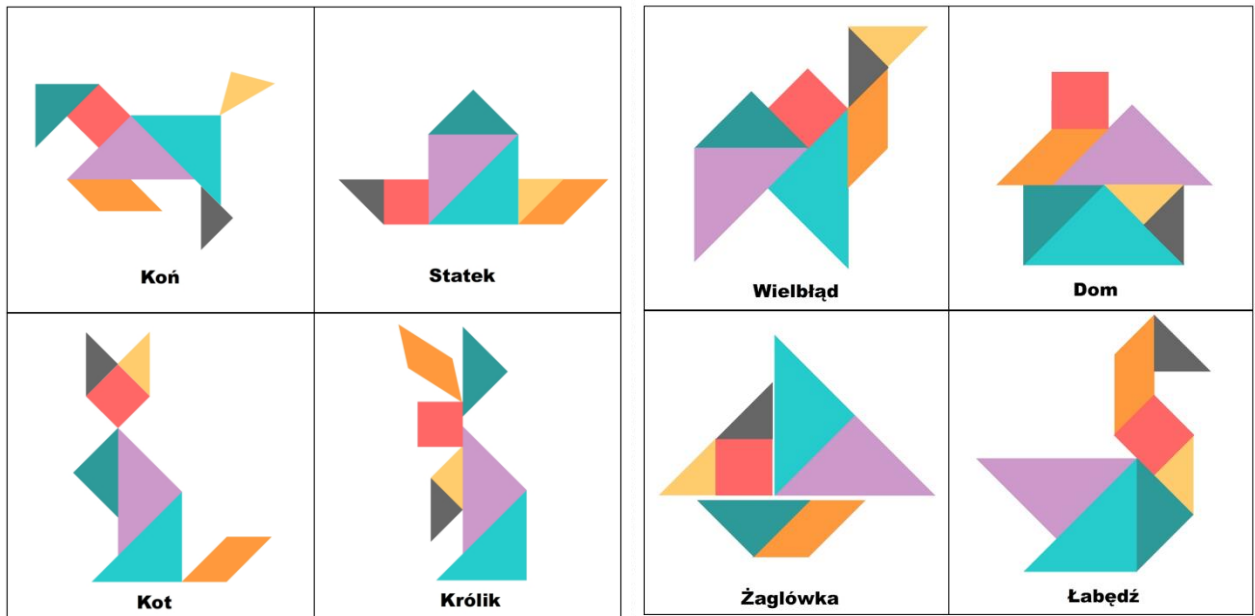
b) patterns divided into blocks

Koń	Statek
Kot	Królik

Wielbłąd	Dom
Żaglówka	Łabędź

The game "Generations in the Game. Connecting Generations" consists of three parts.

PART 1 - INTRODUCTION

In the introductory part, participants learn about the game's mission, break the ice by answering questions from the "What Would You Rather?" deck of cards, and join together in smaller teams.

START: The leader introduces the three parts of the game. The first part begins by encouraging players to raise their hands when they hear the answer that is closest to them.

The cards in the "Would You Rather" deck are designed to show players that:

- age does not matter and we can have, think and feel similarly, despite age;

- we are all different and that's ok, diversity is natural;

- there are no wrong answers,

- Showing your opinion, position, or stance on a forum doesn't hurt, what's more, it can have positive effects - it can trigger positive emotions, lead to a further, deeper conversation, and we can also get to know someone better, and ourselves in the process.

Questions on the cards:

1. Mountains or sea?
2. Summer or winter?
3. Cats or dogs?
4. Calling or texting?
5. Planning or spontaneity?
6. Cooking or ordering food?
7. Socks with sandals or barefoot?
8. Pineapple or mushrooms on pizza?
9. Waking up at dawn or sleeping until noon?
10. Pedal bike or electric scooter?
11. Get up immediately or reset your alarm?
12. Working in silence or with music?
13. Shopping online or in store?
14. Photos in an album or on your smartphone?
15. Watch on your wrist or on your phone?
16. A knock on the door or a "I'm here" text message?
17. Conversation on the street or on an instant messenger?
18. Recipes from a cookbook or on blogs?

19. Ice cream in winter or hot chocolate in summer?

20. Dancing like no one is watching or singing in the shower?

21. Movies at home or at the cinema?

22. Live in the past or the future?

23. Norvegia or Jarlsberg cheese ?

24. Speak any language or be able to talk to animals?

25. House with a garden or apartment in the city center?

The game host moderates the game from the very beginning, i.e. the introduction, even though the main part of the game has not yet started. However, it is worth showing interesting relationships that will appear during the nonverbal responses of the participants (e.g. speed and certainty of the answer vs. indecision, surprise vs. amusement, etc.). Maybe someone will decide to comment and justify their choice? If so, great!

Once the players have finished asking questions from the deck of "Would You Rather?" Cards, the facilitator groups the participants into smaller teams and moves on to the next part of the game.

Intergenerational teams are players grouped into a maximum of 6 teams, with the number of players depending on who wants to play.) We can select these teams by, for example, asking a question that will indicate a large generation gap:

"When you were/will be 15 years old, did you learn about it from newspapers or the Internet?"

Then, depending on the number of target groups you have set (from 1-6), ask each person in each group to count to that number. Group the individuals into teams based on the same numbers they say (e.g. all 1s make up one team).

PART 2 - GAMEPLAY

Rules of the game:

- In the main part, players, already divided into teams, receive a task that involves jointly arranging a pattern using tangram blocks.

- The leader gives each team a tangram pattern (just the outline) from the selected difficulty level (levels marked in the set included with the instructions) and 2 colored blocks. It quickly turns out for the participants that their task is also to obtain the missing elements in order to complete the task.

- Obtaining the missing blocks takes place during the next 5 rounds, in which participants answer questions placed on the Round Cards as a team. The colors of the Round Cards are identical to the color of the block that the participants will obtain after the round. During the round, each group draws a card with a question from one of five categories: interests/experiences, free time, new technologies, point of view, volunteering.

- The order of the categories is not imposed in advance, although we encourage you to leave the "volunteering" category for last.

The team-developed answer, depending on the topic of the round, should show whether and what similarities or differences the players point to. After the round (specified in time) ends, the game leader starts a moderated conversation in which the participants present their answers on the forum. The participants gain another block/puzzle element after each round. All missing blocks are in one place visible to the players, from which they take them. The color of the block is identical to the color of the card in the given round, which makes it easier to find and take the right block to the team.

The team that collects all the tangram blocks and is the first to arrange them in the indicated pattern wins. The game enters the final effect when the last team arranges their puzzle. The element verifying the correct arrangement of the pattern is comparing it with the pattern that shows the correct arrangement of the blocks.

PART 3 - END OF THE GAME

At the end of the entire game "Generations in the Game. Connecting Generations" the person running the game summarizes the participants' answers and encourages them to share their comments/impressions.

NOTE: In difficult situations or when the time allotted for the entire game is running out, the leader has at his disposal puzzle patterns with colored tangram blocks drawn in the right position. For example, he can show them to the teams for answering an additional question from the questions summarizing the game.

The leader thanks the participants for their participation in the game and their openness. He emphasizes the value of sharing experiences and encourages them to continue supporting each other in joint activities and volunteer events .

Examples of guiding questions that a moderator can use to conduct a debriefing conversation:

1. What common values or beliefs did you notice during your conversations?

2. Were there moments when you discovered a completely new perspective on something that previously seemed obvious to you?

3. Which topics generated the most emotion or discussion in your group?

4. Is there anything you have learned from the older/younger generation during this game?

5. What differences between generations do you find most interesting or inspiring?

6. After playing this game, do you feel like you better understand the perspective of people from another generation?

The game is divided into 5 rounds. The leader uses a deck of Round Cards. The colors of the Round Cards are the same as the color of the block that the participants will get after the game ends. One person from the team draws one card from a given deck. From that moment on, the players work together to develop an answer, which they will present on the forum. With each round, the team will have more cards. Let them stay with them until the end (they can be useful in the final discussion and summary). There will also be more blocks that will bring them closer to victory and creating a pattern.

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Round I: Similarities/Differences in the FREE TIME category

Task 1: Your places

We all spend our free time differently, but we often have our favorite places in the area that we visit. It's worth considering how our choices may differ or be the same despite age or experience.

- **Question:** Where and how do you most like to spend your free time in your town? What places do you visit, and why do you choose them?
- **Task:** After the discussion, write down at least **2 similarities or differences** in the ways of spending free time.

Task 2: The Perfect Vacation

When planning your ideal vacation, you can think of different places and activities. Some people prefer beaches, others mountains, and still others interesting cities. It's worth considering what your dream trips have in common and what differentiates them.

- **Question:** What is your idea of a perfect vacation? Would it be a return to places you already know or maybe discovering something completely new?
- **Task:** After the conversation, write down at least **2 similarities or differences** in your dreams of an ideal vacation.

Task 3: Travel dreams

Traveling is not only about discovering new places, but also about fulfilling dreams. Think about which places in the world are most important to you and why you would like to visit them.

- **Question:** What place in the world would you like to visit and what inspires you to do so? Are there people among you who dream of the same journeys?
- **Task:** After the discussion, write down at least **2 similarities or differences** in your travel dreams.

Task 4: Forms of entertainment

Entertainment is something that brings us joy and allows us to relax. Think about what has given you the most pleasure recently and what forms of entertainment are most important to you.

- **Question:** What have been some of your recent pastimes that have brought you joy? Have you noticed similar or different ways of spending your free time?
- **Task:** List at least **2 similarities or differences** in your favorite forms of entertainment.

Task 5: The Perfect Day of Relaxation

Relaxation and fun are important parts of our lives. It's worth doing them together. Think about how to plan a perfect day full of activity for people of different ages.

- **Question:** If you had to plan the perfect day full of activities for people of different ages, what would you suggest?
- **Task:** After the discussion, list at least **2 activities** for this day of relaxation and fun between generations.

Task 6: Dreams of time travel

History fascinates people of all ages. Think about what it would be like if you could go back in time to any era.

- **Question:** What era or historical event would you like to go back to? What interests you about the past?
- **Task:** List at least **2 similarities or differences** in your time travel dreams.

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Round II: Similarities/Differences in the INTERESTS category

Task 1: Collecting items

Collecting objects is a hobby that can vary depending on the times we live in. Each generation has its unique items that have been fashionable to collect.

- **Question:** Did you ever collect any items that were your hobby (e.g. cards, stamps, figurines)? What items were popular among your generations to collect?
- **Task:** After the discussion, list at least **2 similarities or differences** in your interests in collecting items.

Task 2: Childhood Games

Childhood games have a magic about them and are often very different depending on when we grew up. It is worth considering whether and how childhood games have changed over the years. Or maybe not at all?

- **Question:** What was your favorite form of entertainment when you were 7-10 years old? What games were popular back then?
- **Task:** After the conversation, list at least **2 similarities or differences** in the ways you spent your time as children.

Task 3: Tastes of childhood

Childhood flavors can bring back memories. I wonder if your favorite childhood foods still delight your palate!

- **Question:** What was your favorite food as a child? Are those still your favorites or have they changed?
- **Task:** After the discussion, list at least **2 similarities or differences** in your culinary tastes.

Task 4: Relaxation and stress

The methods of relaxation may vary, but everyone has their own tried and tested methods of de-stressing. It is worth talking about your approach to relaxation.

- **Question:** What do you do to relax and de-stress? Are your interests or passions similar, despite your age difference?
- **Task:** After the conversation, write down at least **2 similarities or differences** in approaches to relaxation and coping with stress.

Task 5: Learning New Skills

Learning new skills can be a great way to bring generations together. It's worth learning from yourself and each other.

- **Question:** If you could teach people from other generations your skill or hobby, what would it be?
- **Task:** After the discussion, list at least **2 hobbies or skills** that you would like to/could share.

Task 6: Favorite fast food

Eating at fast food restaurants is a quick way to get a meal, but we all have our favorite dishes . I wonder which ones connect you as a group!

- **Question:** What are your favorite dishes at fast food restaurants or quick places to eat? Are there dishes or restaurants that bring together the different generations in your group?
- **Task:** After the discussion, write down at least **1-2 similarities or differences** in your culinary preferences.

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Round III: Similarities/Differences in the VIEWPOINTS category

Task 1: The Council

Each of us has some wisdom we would like to pass on to others. Think about what one piece of advice could be most universal and helpful to all.

- **Question:** If you were to establish one piece of good advice that everyone in the world should know, what would it be?
- **Task:** After the discussion, write down this main piece of advice and any others that come up.

Task 2: The greatest achievement

Each of us achieves different things in life that bring us joy and satisfaction.

- **Question:** Is there anything you consider your greatest achievement?
- **Task:** After sharing your stories, list at least **2 similarities or differences** in what you consider success.

Task 3: The World's Greatest Challenge

The world faces many challenges, and our generations may have different views on which ones are most important.

- **Question:** What do you see as the biggest challenge the world will face in the coming years?
- **Task:** After the conversation, write down at least **2 similarities or differences** in your opinions about future challenges.

Task 4: Visions of the Future

Each of us has our own vision of the future. Think about how you imagine the world in a few or several decades.

- **Question:** What are your visions for the future of the world?
- **Task:** After the discussion, write down at least **2 similarities or differences** in your visions of the future.

Task 5: Key Life Events

Our lives are shaped by various events that influence who we become (e.g. people we meet, where we grow up, travels…).

- **Question:** Is there any particular event that influenced who you are today?
- **Task:** After sharing your stories, write down at least **2 events** that became key moments for the people in your group.

Task 6: Childhood dreams

Childhood dreams may change over time, but some remain in our hearts for a long time.

- **Question:** If you could fulfill one dream you had when you were younger, what would it be?
- **Task:** After the discussion, write down at least **2 similarities or differences** in your childhood dreams.

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Round IV: Similarities/Differences in the NEW TECHNOLOGIES category

Task 1: Useful mobile applications

Mobile applications make our everyday lives easier, but each of us uses them in different ways.

- **Question:** What phone apps do you find most useful and why?
- **Task:** After the conversation, write down at least **2 similarities or differences** related to the use of mobile applications.

Task 2: The Perfect Application
Each of us may have an idea for the perfect application that would solve a problem or make life easier.

- **Question:** If you could design the perfect phone app, what would it do?
- **Task:** After the discussion, write down at least **2 ideas** for such an application.

Task 3: The greatest technological improvements

Technologies are constantly changing our lives. I wonder which ones have made things easier for you.

- **Question:** What invention or technology makes your life the easiest?
- **Task:** After exchanging opinions, write down at least **1-2 similarities or differences** in what technologies you found to make life the most easier.

Task 4: Technologies and communication

New technologies have changed how we stay in touch with our loved ones. Let's think about what this looks like for the people in your group.

- **Question:** How does technology affect your relationships with your loved ones?
- **Task:** After the conversation, list at least **2 similarities or differences** in the ways of interpersonal communication between generations.

Task 5: Change in knowledge acquisition

Technology is revolutionizing the way we learn and acquire knowledge. It is known that it used to look completely different.

- **Question:** What technology do you think has most changed the way we learn or acquire knowledge? What was it like to acquire information in the past and what tools were used to do so?
- **Task:** After the discussion, list at least **2 similarities or differences** in the availability of knowledge in the past and today.

Task 6: Future Technologies

Talking about future technology always stirs the imagination. Try to predict what it will look like in a few years.

- **Question:** What do you think new technologies will look like in 10 years?
- **Task:** After the conversation, write down at least **2 similarities or differences** in your ideas about the future of technology.

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Round V: Similarities/Differences in the category: VOLUNTEERING

Volunteer projects

Volunteering gives you a chance to work together for the benefit of others. Remember! Strength comes in groups. You can create a plan for future volunteer activities in a group that would connect different generations.

- **Question:** Create a list of 2 potential volunteer activities that could connect different generations. Who or what would these activities benefit?
- **Task:** After the discussion, write down at least **2 ideas** for joint volunteer projects .

Task 2: Ecological volunteering

Environmental volunteering is becoming increasingly important. Talk about its value and importance.

- **Question:** Is it worth getting involved in ecological volunteering? How important do you think it is to get involved in environmental protection?
- **Task:** After the discussion, write down at least **1-2 similarities or differences** in your views on environmental volunteering.

Task 3: Intergenerational cooperation in social campaigns

Combining the strengths of different generations can bring benefits in social campaigns. The experience of older people can meet the creativity of younger people, for example. Think about what the benefits of such cooperation can be.

- **Question:** What are the benefits of different generations working together on volunteer projects, such as social campaigns? How can the experience of older people enrich the creativity of younger people?
- **Task:** After the discussion, write down at least **two reasons** that show the advantages of cooperation between different generations in social campaigns.

Task 4: Digital volunteering

Digital volunteering is a modern form of helping that allows you to act without leaving your home, but requires certain skills.

- **Question:** What advice would you have for people who want to start working as digital volunteers? What skills are most useful in volunteering related to modern technologies?
- **Task:** After the discussion, write down at least **2 pieces of advice** for digital volunteers or key skills that are useful in this type of volunteering.

Task 5: Volunteering for animals

Helping animals is an important goal of volunteering, and intergenerational collaboration can contribute to its success. Consider how different generations can get involved in such projects.

- **Question:** If you could create a volunteer project for animals that engaged different generations, what would it be?

- **Task:** After the discussion, write down at least **one idea** for a volunteer project for animals that would engage different generations.

Task 6: Volunteering in the past and today

Each generation may have their favorite forms of volunteering that were popular in their time. It is worth comparing these forms and understanding how the approach to helping has changed.

- **Question: What volunteer activities are important to you and why? Compare these activities with forms of volunteering that were popular among people from other generations.**
- **Task:** After the conversation, list 1-2 similarities or differences in the approach to volunteering in the past and today.

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