

## Instructions

**Players:** 3-16; you can play in groups or as individuals

**Duration:** 30-60 Minutes



### Materials

- 60 wood blocks for a Jenga-style tower; the larger the better
- Set of playing cards, printed from our templates. Their backs need to be coloured according to the colour table provided.
- A die, ideally with coloured faces; if no such is available, take an ordinary die with 1-6 eyes, and count 1 = black, 2 = blue, 3 = yellow, 4 = green, 5 = red, 6 = white.

Printable materials are available  
<https://www.haveyoursay-erasmus.eu>

### Preparation

A tower of wood bars is build in the centre of the table, typically with crossing layers of 3 bars each. We use a set of 60 blocks for this.

Cards are put on the table in stacks, each for one colour (red, green, yellow, blue), with their backs (colour-marked sides) up.

The game master explains the rules of the game. She also explains why it is important to be aware of the basic operation and institutions of the EU, but assures participants that learning the ropes will be a lot of fun this time.

## **The faces of the die**

- 1 (black): you have to skip a round
- 2 (blue): draw a blue card and block – 2 *points* / the easiest questions
- 3 (yellow): draw a yellow card and block – 3 *points*
- 4 (green): draw a green card and block – 4 *points*
- 5 (red): draw a red card and block – 5 *points* / the hardest questions
- 6 (white): you can throw twice – you can choose a card freely and roll the die again

## **Playing**

The first player rolls the die. Then she has to do two things in sequence:

**First**, whatever colour the die shows, the player has to take out of the tower (but not from the top floor) any brick of that colour, without collapsing the tower. She keeps the block for now.

**Second**, she takes a card of that colour from the stack and answers it.

If she answers the question correctly, she may put her block on top of the tower thus getting rid of the block.

If the answer was wrong, the player can try to answer a red card (5 points question). In case of a correct answer, she may place her block on top of the tower thus getting rid of it. If she does not succeed, the block remains on the table in front of the player.

Now it is the next player's turn.

## **Counting**

A block put successfully on top of the tower adds 1 point (+1) to the final score.

Blocks left on the table count -3 (minus 3), so it is worth putting them back if possible.

A block dropping from the tower (except the one the player is moving): -5 (minus 5) points.

Collapsing the tower: -10 (minus 10) points.

## **End of the game**

When the tower collapses, the game ends. It can be begun again with a fresh setup.

At the end of the game, the game master tallies up the scores. The player with the most points is the winner.

The game master initiates a final discussion with the players about how they found the game, what they thought had changed and which facts were most interesting for them.

## **Tips**

The game will ideally be played several times with the same group. Repetition then helps to root knowledge achieved.

## **Game master's tasks**

The game master's role is important. This should be a person with good civic education and familiarity with the EU, prepared to answer all questions and able to help players with extra information, interesting facts, and figures, thus facilitating the learning process. The game master initiates discussions, and debates and helps to engage the participants as much as possible.

Also the role of the referee is to guide the players to the right answers in a kind, empathetic way and encourage them to engage in dialogue. It is very important to deliver the information in an easy-to-understand, playful way, so that the amount of information is not daunting for the participants.