



## QUIZ

These are multiple-choice or open-ended questions. The player (with the help of the team) will have 30 seconds to indicate the correct answer. The team will earn 1 victory point for each correct answer, while they will lose 1 point if the answer is incorrect.



## CHALLENGE

These are tests to be passed, inspired by real situations in front of which you might find yourself while hosting a volunteer inside the organization.

The challenges may concern the single player who threw the dice, or the whole team, or players of an opposing team. If the player or team completes the challenge, they earn the number of victory points indicated on the card.



## EXPERIENCE

These describe real-life situations in which the volunteer experience benefited the youth participant. They allow the team to earn 1 victory point.



## COMPETENCE

These require the player (individually) to list concrete situations in which they have developed certain skills.

The player will be given 2 minutes to list them. The team will earn the number of victory points corresponding to the number of examples given. If they fail to list any, the team will lose 1 victory point.



## MIME

The player must mime the action indicated on the card, while the team will have 30 seconds to guess which activity it is. For each action guessed, the team will earn 2 victory points.



## CHOICE

The team can decide which card to play among QUIZ, CHALLENGE, MIME and COMPETENCE.



# VOLUNDDIVE

## Discover Interest for Volunteering Experience

### Players

4 +

### Materials

Goose Game cards  
Volem Dice + Scoreboard

### Target

15 to 30 years

### Time

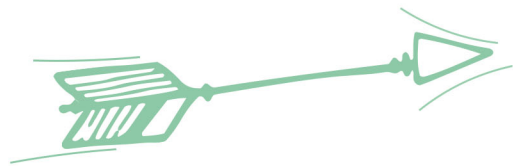
About  
45 minutes



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## OBJECTIVES



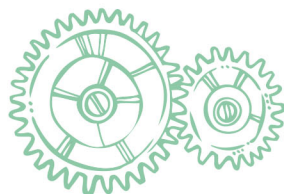
- Strengthen participants' understanding of the national's volunteer programs presented
- Enhance participants' understanding of the European volunteer programs presented
- Reflect on the benefits of hosting volunteers within the organization

## SKILLS



- Knowledge of National Volunteer Programs
- Knowledge of the European Solidarity Corps Volunteer Program
- Knowledge of the benefits and impact on youth of volunteer programs
- Experience in the volunteer world and/or managing a team of volunteers

## PREPARATION



- Facilitator divides participants into teams (minimum 2 - maximum 5 people per team)
- The cards are divided into different sets according to the symbol they carry
- It is recommended to conduct the activity after sharing the presentations regarding the volunteer programs, available on the website ...

## ACTIVITIES



- The starting team chooses a player who is given a VOLEM dice to roll during its turn.

Each face of the VOLEM dice bears a symbol with which a deck of cards is associated.

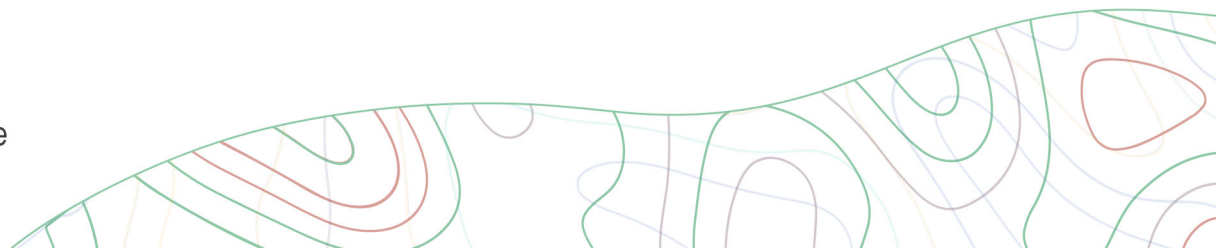
Depending on the symbol on the uncovered face of the dice, the facilitator will draw a card from the corresponding deck, and will read it aloud to the player who rolled the dice.

Each of the cards has a specific request and an indication of the calculation for the victory points.

Once the request on the card has been answered, the dice will be passed to the player indicated by the second team, and so on until all teams have finished their rounds.

Once the first round is over, another one will start, in which each team will choose another player to roll the dice, and so on until all participants have had a chance to do so.

- Players may only roll the dice once per round.
- Once read, the cards are placed at the bottom of the deck. They can be drawn by other teams in the following rounds and, if the same card is played twice by the same team, it can be replaced with the next card in the same deck.
- The team that has collected the most victory points at the end of the game wins.





## DEBRIEFING



At the end of the game, the facilitator will invite the participants to think through this questions :

Do you think there were any challenges that had nothing to do with the business world or that omitted details?

Which of these tasks interested you the most? Why?

Was there a task you would have liked to explore more?

Was there a task that you did not understand? If yes, how would you change it to make it clearer?



Have you ever had similar experiences to some of the tasks we have done? If so, which ones and how did they go?

Do you think any of these questions are really not connected with the labour market?

Were there ever times during the game that you felt challenged on some personal level?

Do you have a different opinion on some of the issues we covered?

