



### **COMPONENTS:**

- 1 x board showing volunteering journey
- 5 x pieces of different colours representing players (game can be played by 2 - 5 people)
- 10 x Volunteer Identity cards
- 20 x Opportunity cards
- 20 x Challenge cards
- 10 x Get Together cards
- 10 x Discussion cards
- 1 x Dice (you can bring or create your own dice or use a virtual dice if you don't have one)

### **OBJECTIVE OF THE GAME:**

This game aims to highlight the complexity of refugee volunteering experiences in a creative and participatory way. The circular board of the game represents the volunteering journey, which is not always a straightforward route from A to B. The volunteering journey presents refugees with opportunities, challenges, and chances to get together and make new connections with other members of the community.

The volunteering journey is often influenced by **who you are** (e.g., age, sex, ethnic origin, level of education, etc.) and how this affects decisions you make while encountering challenges and opportunities. There are no winners or losers in this game. The main purpose of the game is to encourage players to imagine how different people experience volunteering, share their own insights, and discuss how the volunteering journeys of refugees might be improved.

### **SETTING UP THE GAME:**

- Place the game board in the middle of the table.
- Place the Opportunity, Challenge, Get Together and Discussion cards in place on the board.
- Each player (2-5 people) should choose a token/counter to represent them on the board.
- All pieces start from one of the Get Together spaces.
- Each player randomly selects one of the Volunteer Identity cards and assigns a name to their volunteer. During the game, each player should imagine that the identity described on the Volunteer Identity card represents them. When encountering challenges and opportunities over the course of the game, players need to make decisions on whether they will take opportunities described on the Opportunity cards, or what actions they would need to take to overcome a Challenge based on how they think the person described on their role card would behave.

### **TURN ORDER:**

- Decide who starts the game. It's not important who goes first – all players will have 3 turns.
- The starting player rolls the dice and moves that number of spaces clockwise around the board.
- Depending where on the board the player lands, take a card that represents that space from the relevant pile (**Opportunity**, **Challenge** or **Get Together**).
- Read aloud the scenario presented on the card. Reflect on your character's description on your Volunteer Identity card, and decide how this person would behave – would they take that opportunity? If not, why not? What would be needed to overcome certain challenges? Explain your decision to other players.

**OPPORTUNITY** – On picking up an Opportunity card, the player should read the card aloud to the group, then check their Volunteer Identity card to see if the opportunity matches their skills, interests, experience, availability, and any other aspects of that player's character.

**CHALLENGE** – On picking up a Challenge card, read aloud the description of the challenge and, based on the description on their Volunteer Identity card, decide what their volunteer may do to overcome this challenge, explaining their decision to the rest of the group.

**GET TOGETHER** – On picking up a Get Together card, the player should read the scenario aloud, beginning a short (roughly 2 minute) group activity based on the scenario outlined on the card.

- Once a player has taken their turn and explained their decision/action to the group, they should keep the card – don't put it back in the deck – as you may want to keep this card for reference for the final **Discussion**.
- After their turn, each player should make a brief note of what they encountered during that turn on the paper provided. What **Opportunity** or **Challenge** did you encounter, and what decision did you make?
- Then the next person takes their turn: rolls the dice, moves around the board, takes out the card, reads it out loud, and explains their decision based on their volunteering identity role card.
- Once all players have had 3 turns, the game moves into the **Discussion** phase...

### **DISCUSSION:**

- The game continues until each player has had three turns. There are no winners or losers. You were successful in the game if you managed to imagine how a person described in your role cards would behave in certain situations and explained your understanding to other players.
- Once all players have taken three turns, it's time to briefly reflect on your own in-game experiences and thoughts about volunteering, and what other players said.
- Nominate one person to take a random card out of the **Discussion** pile and read the discussion prompt aloud to the group.
- Reflect on the game, your experiences, and what you might have learnt.

We would love to hear any feedback or reflections you may have about the game.  
To do this (or just to say hi to the research team!), please send an e-mail to: [contact@ryvu.org](mailto:contact@ryvu.org)

**Thank you for playing!**