

FIMCAP

GAMEBOOKLET

Version 7

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The Netherlands

Population (number of people): 16.000.000

Capital: Amsterdam

Language(s): Dutch and Friesian

Neighbour countries: Germany and Belgium

Highest/Lowest point: + 322m/ -6.7m

National holiday: Queen's Day on the 30 of April

Average day temperature in January/July: 5° /25°

Back in the old days...

Holland was a trading country. The Dutch took their boats (the most famous boat was the VOC-ship, that travelled from Holland to the East Indies) and travelled all over the world to find goods that were popular in Holland, like pepper, cotton, slaves and cacao. Nowadays, Holland still has the biggest harbour of Europe, situated in Rotterdam.

Our nation's curiosity not only led us to other parts of the world but also helped us to create new products. Some Dutch inventions are: the CD, Big Brother, the tale clock, video, and the lamp.

Jong Nederland

Year of foundation: 1944

Members	Leaders
12000	2300

Main themes and values: Young, Playful and Challenging

Hi, my name is Grard Nooyen, I am 12 years old and I live in Heusden, a little town of 2700 residents in the southern part of Holland. My hobbies are Jong Nederland, gaming on the computer, swimming and playing drums. I've been a member of Jong Nederland since I was six years old and maybe I want to become a leader some day because they seem to have so much fun together.

My circle, Jong Nederland Heusden, has 115 members and 28 leaders. The groups are split up in 'minioren' aged 4, 5 and 6, 'maxioren' aged 7, 8 and 9, 'junioren' aged 10, 11 and 12, 'senioren' aged 13, 14 and 15 and '16+' aged 16 and older. This year I am a junior but next year I will be a senior, and that means there are more exciting things waiting ahead!

Every week we do different activities such as playing games, watching movies, handcrafts, making mosaic, soldering, dropping, barricade trip and abc trip.

The coolest activity of Jong Nederland is the summer camp, which is usually based on special themes. I like it also as during camps we can stay up all night eating chips with our friends.

My two younger sisters, Danne and Suus aged 11 and 8 were also members of Jong Nederland. Suus is still a member. Danne preferred riding horses.

Jong Nederland



jong
nederland

Jong Nederland was founded on the 6 of December 1944. Jong Nederland was created from a part of the Dutch Scouting that had other ideas besides that of being a youth movement.

Events during a year

- Every week, the kids come together in their local group. There they play games, do handcrafts or practice sports. Young people in older groups can take parts in film making projects or drama.
- Once a year, the children from respective local and age groups spend a weekend together. They have a lot of fun doing playback shows, pajama parties and treasure hunts.
- St. Martin's celebration (November), is marked by a special event when children make Chinese Lanterns and walk through the village performing some assignments. The activity ends in front of a big fire, drinking hot chocolate and eating sausage bread.
- During Carnival, the children get dressed up and dance till they drop.
- The biggest event of the year is summer camp which lasts a week. The camp is based on a theme which changes every year, like for example 'Wizard of Oz'. During the camp, the children meet the characters (played by the leaders) related to the theme, and are encouraged to help the characters in particular tasks. On Friday during this special week event, there is usually a party for the children, in recognition for their participation and help in the tasks.

Main Themes

Game, sport, outdoor games

Jong Nederland

Game 1 Fruit basket

You need:

chairs for all children minus 1



Number of participants:

Minimum number of people: 5,
max -

outdoor and indoor

Rules of the Game

The participants are to sit on the chairs in a circle, except for the one who stands in the middle. Every child is given a name of a fruit. There should be more than one participant having the same name of a particular fruit (for example: 2 pears, 3 pineapples, 2 cherries, 4 bananas, 3 peaches).

The person standing in the middle of the circle calls out a fruit name, and the children who have been given that fruit name are to stand up and exchange their places. The person calling out the fruit name has to try to take a chair from the places available. The person who is left without a seat has to stand in the middle and get ready to try to occupy another chair in next round. The children may change the name of the fruit again.

Jong Nederland

Game 2 Newspaper smashing

You need:

1 newspaper

1 chair per person minus 1



Number of participants:

Minimum number: 7 -

Maximum number: 30

outdoor and indoor

Rules of the Game

All participants sit on the chairs in a circle facing each other, except for one, who stands in the middle of the circle holding a newspaper that is rolled in the shape of a baton. This person calls out the name of person who is sitting down, and runs towards this person to try to hit him/her on the knees with the baton.

The person who has been called must quickly call another name before being hit by the baton. If the second person has been hit before calling another name, s/he must stand in the middle and do the same thing. The person who was in the middle first sits down in the empty place.

If the second person manages to call out a name before being hit, the person standing in the middle should run and hit the person who has been called last.

If one of the people who are sitting down calls by mistake the name of the person who holds the baton, then this person must stand in the middle of the circle.

The participants may take up names of animals, fruit or pop stars. However, this will make it more difficult for the person standing in the middle to remember all the different names that the participants have chosen, especially in the cases of larger groups.

Jong Nederland

Game 3 Night Watch

You need:

a dark room with hiding places

Number of participants:

Minimum number: 4

Maximum number 13

outdoor (when dark) and indoor

One participant takes up the role of the night watchman and leaves the location in which the game is being held. The other participants take up a number and choose an animal which they can imitate its noise. (For example, the participant taking number 1 chooses 'bird'). Every participant finds a hiding place.

The night watchman comes in and says: 'The clock strikes one'. The participant having number one has to produce the sound of the animal he represents. The night watchman has to guess which animal he hears, who is making the noise and where s/he is hidden.

The night watchman has three chances to guess. If s/he fails, s/he has to call out again a different number. The participant who has this number produces the sound of another animal.

If the night watchman guesses correctly, the person has to come out of the hiding place, and wait for the rest of the participants to be found out.

Rules of the Game

Jong Nederland

Game 4 Bottle trefball

You need:

1 ball

8 plastic bottles

Number of participants:

min 4, max 30

outdoor and indoor

A field is divided in two parts, one part for each group. An equal amount of empty bottles should be placed at the far end of each of the two sections of the field, distanced one meter from each other. Participants are to stay away from the bottles at least at a distance of two meters (except to retrieve the ball when necessary).

The participants are to aim at the plastic bottles of the other group and try to hit them. If a player is hit, s/he has to move out of the field onto the side, till somebody from his/her own group catches a ball without dropping it. The person, who has been waiting for the longest time on the sideline can get back into the group and continue playing.

If a participant manages to hit one of the bottles of the opposing team, every person standing on the sideline that belongs to the team of the person hitting the bottle can return to the field. The group that hits all bottles is the winning group.

Rules of the Game

Slovakia

Population (number of people): 5.500.000

Capital: Bratislava

Language(s): Slovak language

Neighbour countries: Poland, Czech Republic, Austria, Hungary, Ukraine

Highest/Lowest point: + 2655m/ 94m

National holiday: The Slovak national uprising, the 29th August

Average day temperature in January/July: -0,7 /+19,1

Slovakia is one of the nations making up former Czechoslovakia which has vanished after the replacement of the socialistic regime by the democracy occurred due to a Velvet Revolution in 1989.

The modern Slovakia came into being on January 1st, 1993, when peacefully divorced with the Czech Republic. It's a country full of nice forests, national beauties and spas. Some Slovak inventions are: parachute, motor-drive helicopter, camera zoom lens, wireless telegraph.

eRko



Year of foundation: 1990

Members
6960

Leaders
1319

Main themes and values:

meetings in small groups, outings, trips, summer camps, carnivals, days of joy

Hi my name is Janka Blažková. I'm 9 years old. I have one younger brother and two older sisters. My younger brother Jurko is 2 years old and he's very sweet. My older sisters Simonka and Veronika sing in the church choir. We like the meetings and trips with our dear eRko leaders.

I live in Ruzomberok. There is a famous basketball team. I like singing and drawing. I started to be a member of eRko since I went to a camp 2 years ago. I don't know how long I'll be a member but I think that I will be so as much as possible because I have many good friends here. We meet in the parish house, we go on trips and we have camps.

I enjoy it so much when our leader Karol plays the guitar and we sing or when we go to sing carols, and visit homes to earn money for people from Africa. I hope, one day I'll become leader (☺)..

1973 knows the beginning or the organization. At the time, there already existed some initiative of work with children. However on October 3, 1990 the organization was properly established and registered as nationwide non-governmental nonprofit children organization.



Events during a year

- Meetings in small groups where children discuss, play and ask questions
- Organization of days of joy, camps, carnivals, trips and outings.
- Trainings, workshops, seminars
- "Good News Action": program where groups of children visit homes and families in their communities during Christmas time; singing carols and collecting money to support development projects in third world countries
- activities focused on strengthening families ties, development of activities on local community level
- March 25th, Declaration on the Rights of the Conceived Child, activities supporting protection of rights of conceived children.

Main Themes

We use four symbols:

- heart - means human,
- sun - God - the circle of the sun is perfect, there is no beginning and end. 7 rays surrounding the circle are 7 gifts of Holy Spirit,
- fish - symbol of depth, love to God,
- butterfly - symbol of breadth, love to people.

Our patrons are three Kosice's martyrs: St. Stefan Pangracz, St. Melichar Grodziecki, St. Marek Krizin.

Our mission is to assist children becoming mature responsible personalities, able to - through their quality personal life - contribute to the development of the society in which they live.

Game 1 Houses

You need:

nothing except nice weather

Number of participants:

min 13

outdoor

All children are split in groups of 3. One child is free, s/he does not belong to any group.

The Groups have to form houses. Two children are the house - so they stand opposite one another and hold hands. The third child is a housekeeper and stands in the middle, "locked in the house" - circled by the held hands of two children forming the house.

When the free child claps his hands once, all housekeepers must escape from their houses (houses can't move) and run for a new one. The free child must find a house to become housekeeper, too. So there is a new free child. When the free child claps his hands twice all houses must move (children still holding their hands) and find new housekeeper. This time all housekeepers must not be running. There is another new free child. When s/he claps three times, everything changes. So, everybody creates new houses and new housekeepers. The game lasts till children get bored.

Rules of the Game

Game 2 Dwarfs, ogres, witches

You need:

Nothing except nice weather

Number of participants:

min 16

outdoor

Rules of the Game

Children split up in 2 groups. Each group has got its area. One area is about 10 meters long. These two areas are separated with a line - a border line. Before the game starts, every member of the group has to decide secretly what s/he represents: dwarfs, ogres or witches. When they make the decision, every person of the group has to stand in a line 1 meter away the border line. When the leader shouts: "Go!" groups must act like dwarfs or ogres or witches in accordance to what they chose. And then the game continues like this: dwarfs chase ogres, ogres chase witches, witches chase dwarfs.

For instance there are ogres against dwarfs. Therefore children who are acting as dwarfs run to catch as much ogres as it is possible until ogres get out of the length of their area. When somebody is caught (touched), he is a new member of a the opposing group. For the next round the groups can change or keep the same roles as at first (ogres, witches or dwarfs). When after shouting: "Go!" the groups act the same, nobody chases anybody. They have to make new decisions about their new roles. The game lasts until one group loses all its member or when it gets too long.

Game 3 Say my name

You need:

blanket

Number of participants:

min 10

outdoor and indoor

Children are divided into two groups and each contained in a small area. The groups cannot see each other; the leaders should create a barrier between the two groups using a big blanket. Before the game starts, each of the groups has to choose one participant as a representative of the group during game. When the decision is made, the chosen participants must go close to the blanket and put his/her face against it.

As soon as they take position the leaders put down the blanket. The two representatives must quickly react and call each other's name. The representative who says the name first wins points his/her group. For the next round the groups must choose another contestant. The game ends when one of the groups gets 10 points.

Rules of the Game

Game 4 I say

You need:

nothing

Number of participants:

-

outdoor and indoor

This game is suitable for younger children. The leader chooses one child who will be James. Everybody stands in a line except James who stands in front of them. When James says: "I say hands up!" everybody does that. If James says only "Hands up!" children do not carry out the order because James didn't start his sentence with "I say...".

The person who gets this wrong becomes the new James. The game lasts until children get bored.

Rules of the Game

Switzerland

Population (number of people): 7.300.000



Capital: Bern

Language(s): German, French, Italian and Rhaeto-Romance

Neighbour countries: Italy, France, Germany, Austria and Liechtenstein

Highest/Lowest point: + 4635m/ +193m

National holiday: 1st of August (Day of foundation)

Average day temperature in January/July*: -0.5 /17.7

*Data for Zurich, for other cities they can be very different

Geographically Switzerland can be divided in three regions: Jura, middle region and the Alps. The Alps cover one fourth of the country and a part of this region lies under snow and ice the whole year round. The highest mountain is the Monte Rosa at 4635m. The middle region is hilly and has green vegetation with many rivers and lakes. Switzerland is known for its skiing and hiking regions.

Switzerland doesn't have any natural resources, therefore most people work in processing industries or in public services. Only about 5% of the Swiss people are farmers. Stock breeding is the main activity in farming and the produced milk is very essential for the production of cheese and chocolate which are the main export of the country.

Switzerland does not make part of the EU and has still its own currency - Swiss Franc. It is a democratic state where the parliament elects the seven members of the Bundesrat who represent the country.

Jungwacht/Blauring



Year of foundation: 1944

Members	Leaders
10'500 boys	140 Jungwacht
15'000 girls	205 Blauring

Main themes and values:
are contribute, be together, be
creative, enjoy nature and believe

Hello! My name is Rebekka Zeilinger. I'm 15 years old and I live in Au, a little town of 1600 residents, in the German part of Switzerland very close to Austria. My hobbies are sports - I'm in track and field athletics and parallel bars gymnastics - and Blauring. I've been a member of Blauring for 8 years now and I still love it! Our get-togethers are usually full of fun. For me, Blauring is an occasion to meet those friends who I do not meet at school anymore due to the split after primary school, at least once a week .

At the moment there are 60 girls and 16 leaders in our local group. We are split up in different groups according to our age. Every group meets once a week for different activities, games, handcrafts, sports and trips.

After these summer holidays I will start as an assistant leader in Blauring. Together with an older leader I will organise the program for the second grade girls. I'm looking forward to this. It will give me the possibility to take up more responsibility, participate at events for leaders and get to know Blauring from a different point of view.

I have a younger sister, Sarah, who is 9 years old. She is also a member of Blauring. My little brother cannot participate, because Blauring is only for girls, and in Au we don't have Jungwacht, which is the same organisation for boys. However, he is very much into soccer and meets his friends there.

Jungwacht/Blauring

Founding of Jungwacht

Jungwacht was found on the 11./12. September 1932. The aim was to provide a group for boys within an existing Organisation called „Schweizerischer Katholischer Jungmannschaftsverband“.

Founding of Blauring

Blauring was aimed to be a group for young girls within another virgin congregation (Jungfrauen-Kongregation) on, and was founded on 17. September 1933. The aim for this group was to provide personal development, and give space to more play and singing during meetings. The name Blauring stands for the symbol of community (ring), the female and Maria (blue).



Blauring und Jungwacht - Working together

In the 70ties Blauring and Jungwacht begun to work together. Today Blauring & Jungwacht are children organizations with a religious behalf but open for all children no matter which religion they profess .

Events during a year

Most of the groups are doing a lot of things in the parish or the localities from which the members live. Weekend activities are organized to clean up forest, make children animation during parish events, and cars wash to fund raise money.

However, camps are the main event. Groups who participate in summer camps sleep either in tents or houses for 1 to 2 weeks. Some groups organize also winter- spring- or autumn camps.

Main Themes

The 5 principles are contribution, togetherness, creativity, nature appreciation and belief.

Jungwacht/Blauring

Game 1 Blub

You need:

1 blindfold for every child
a closed area

Number of participants:

min 6

indoor and outdoor

One child is chosen to be the shark, the others are small fish. All children (even the shark) have to close their eyes with a blindfold, so they can't see. (Playing it in a dark basement is even more fun)

Participants spread out in the whole area and the game starts. Everyone is walking around carefully with their hands in front. If a fish meets another fish they both say "Blub". The shark doesn't say anything.

If two fish meet, they just change their directions and go on, but if a fish meets the shark, s/he has to sit down and becomes a sitting shark.

The game goes on until there are no fish left (No "Blubs" can be heard anymore).

Rules of the Game

Jungwacht/Blauring

Game 2 Swinging the Cheese

You need:

Cheese cut in bars (one bar per participant)

String

Number of participants:

Any number

outdoor and indoor

Tie a cheese bar to a piece of string and fasten the string around the waist of every participant. The cheese bar should hang down at the back of each person at a length which allows the person to touch the cheese with the mouth when bending down with their legs apart.

Count down, when you say zero, all the children can start swinging the cheese by moving their bodies. The aim of the game is to eat the cheese without using your hands. Whoever touches the string with the hands is out of the game. The first to have finished eating the cheese is the winner!

This game is very funny to watch, because the children try all kinds of funny movements to get to the cheese.

Rules of the Game

Jungwacht/Blauring

Game 3 Who's afraid of me

You need:

A field or a very big room

Number of participants:

min 6

outdoor and indoor

1 person is the hunter and stays on one side of a field. The rest of the group waits on the other side.

The hunter starts the game by saying: "Who's afraid of me".

The group will answer: "Nobody".

So the hunter asks again: "And if I come?".

Now the group has to try to go to the hunter's end of the field without being caught by him/her. Anyone who gets caught becomes a hunter and the game restarts in the other direction. The game goes on until only one or two people are still not caught. They are the winners.

Rules of the Game

Jungwacht/Blauring

Game 4 Sitting in a Circle

You need:
nothing

Number of participants:
min 8

outdoor and indoor

The group makes a very small, round circle. Now everybody turns 90 degrees in the same direction. After having made the circle even smaller everyone tries to sit on the knees of the one behind him.

If that worked and everybody is sitting, the funny part starts: Try to move! Somebody is giving directions: move left feet, move right feet and so on.

Rules of the Game

Germany

Population (number of people): 83 million

Capital: Berlin

Language(s): German (danish, sorbian)

Neighbour countries: France, Switzerland, Austria, the Czech Republic, Poland, Denmark, the Netherlands, Belgium and Luxembourg

Highest/Lowest point: Zugspitze (2963 meters), Neuendorf near Wilster (-3.54 meters)

National holiday: 3rd October (Reunification Day)

Average day temperature in January/July: 1°C / 18°C

A special thing in Germany is the way we celebrate the change of the year. Of course, it is celebrated noisily and merrily. Guests are invited, and groups attend a "Silvester Ball". There is eating, drinking, dancing and singing. It may be accompanied by the popular "Silvester"-custom of "Bleigießen". A small piece of lead will be melted over a flame in an old spoon and dropped into a bowl of cold water. From the shape you can supposedly tell your fortune for the coming year. At midnight, when the old year is almost gone and the new year is about to start, glasses are filled with champagne or wine, and toasts and hugs go with wishing each other "ein frohes neues Jahr". And there is no "Silvester" without private fireworks.

KJG



Year of foundation: 1969

Members
80.000

Leaders
20.000

Main themes and values:
Participation, faith, ecology,
against xenophobia, equality of
rights for men and women

Guten Tag! My name is Dennis Korb and I'm 8 years old. I'm living in Bruchmühlbach-Vogelbach, that's a village in the south-west of Germany. Since two years I'm member of the KJG. I'm going there every week.

In these groups the children and youngsters have the possibility to join different activities like games, handicraft, outdoor live, sports, songs, dance, music, and a lot more. The children are between 6 and 15 years old. At the age of 16 many "KJG-children" become group-leaders as well.

The parish board members and the leader team organize activities for the whole parish. This can be theme days, discos, weekend activities and summer camps. That's what I like most in KJG. Many of my friends go to KJG, too. It's always very exiting to do things without your parents or teachers. KJG is different. For example, many KJG-members are against nuclear power, so they organize demonstrations against this sort of energy. Or they dont support the xenophobic tendencies and they try to make people think of their behaviour.

And probably I'll become a youth leader some day. Who knows - probably we'll meet one day on a Euroforum or Eurocontact!

Tschüss!

KJG

What is Katholische Junge Gemeinde (KJG)?



Katholische Junge Gemeinde means catholic young community and is a youth organization for boys and girls in Germany. In KJG, children and youngsters can develop their personality, meet and make friends, discover and develop their talent and learn social behaviour. The leaders are prepared for their work on in parishes, districts, dioceses and national level. KJG is a part of the Catholic Church but everybody has the possibility to join the organization.

How is the KJG organized?

KJG is democratically managed and organized. Most of the activities happen in children and youth groups in the parishes. All parishes are included into a district. Representatives from the parishes form a district team and board in which they organise meetings and activities to connect the children and youth from different parishes with each other and support the youth leaders in their work. The diocese board and team connect the different districts with each other and are responsible for certain leader trainings and courses.

All dioceses are connected by the national level of the organization.

KJG

Game 1 Stone, Paper, Scissor

You need:

sth. to mark a line with

Number of participants:

min 10-100 or more

outdoor and indoor

The participants are divided in two groups. Each group is standing behind a line, there should be around 20 meters between the two lines - there is also a line in the middle. Each group now decides if they choose stone, paper or scissor, then they walk to the middle line and stand face to face with the other group. Everybody counts "One, two, three" and then each team shows with the hand what they have chosen. The team that wins (scissor wins over paper, paper wins over stone and stone wins over paper) has to catch as many people from the other team as possible before they reach their line. The people who were caught go to the other team, and the game repeats. The game is over when there are no participants in one of the teams or the participants begin to loose interest.

Special advice: instead of stone, paper, scissors you can do different things e.g. dragon, elf, wizard and think about different movements for them.

Rules of the Game

KJG

Game 2 Body Bowling

You need:

big plastic sheet (4 X 8 meters)
"Slippery" soap, bucket, floor mop,
big plastic bags ,10 empty plastic bottles
1 chair per person minus 1

Number of participants:

min 4

outdoor

Rules of the Game

Preparation: make a bowling track with soap, place the bottles on the track and give the plastic bags to the participants.

As the name implies, this is bowling with your body instead of a ball. The big piece of plastic represents the bowling track, and should be as slippery as possible. Spread the soap and water on it with the floor mop all throughout the track.

The plastic bottles should be lined up like real "bowling cones". The participants are to put on a big plastic bag each, with holes for head and arms. They have to run towards the track, jump down on the plastic and see how many cones they can hit without using their arms.

KJG

Game 3 Crabs cotching

You need:

no material

Number of participants:

min 4

outdoor and indoor

Rules of the Game

Goal: The aim is to run, to put people on their butt without going down yourself.

All participants are walking around like crabs. (Your back is turned to the ground and you carry yourself on your hands and feet.) In this game everybody is playing against everybody and the point is to pull a hand or a foot away from one of the other players so he/she is landing on his/her butt. If you touched the floor with your butt you are out of the game so just stay where you are. The last person who is still a crab is the winner. Everything is allowed in this game but be aware that you don't hurt the others.

Special advices: if you play the game inside it's the best to take off the shoes

You can play the same game when all the players are in a pushup position. But be careful because you will fall with the face first.

Crabs Soccer: It's like normal soccer just that you walk around like a crab.

KJG

Game 4 Paper Roll

You need:

*paper (old newspaper),
chairs (one less than participants)*

Number of participants:

8-30 ore more

indoor

Goal: to learn the names of the people in the group.

Resources: prepare a paper roll.

Everybody sits in a circle and one person is standing in the middle with a paper roll. One person starts by saying a name of another participant and the person in the middle should try to hit this person with the paper roll. If he/she says another name, the person in the middle needs to hit this person before he/she is saying another name, etc. until the one in the middle hits a person before he/she can say another name. Then they will change place and the game goes on. The game stops when the participants get bored.

Rules of the Game

Catalonia

Population (number of people): 7.000.000

Capital: Barcelona

Language(s): Catalan, Spanish

Neighbour countries: Andorra, France, Spain

Highest/Lowest point: Pica d'Estats 3143m / Sea 0m

National holiday: 11th September

Average day temperature in January/July: 15 / 28

Catalonia is not really a well-known country since it is a part of Spain since king Felipe V (s. XVIII) abolished Catalan, Basque, Navarre, and Galician local ruling systems. Catalonia has given great painters such as Dalí and Miró, and also some well-known architects such as Gaudí. From the nice beaches of the coast to the nice Pyrenees, Catalonia is a welcoming country.

CCCCCE



Year of foundation: 1967

Members	Leaders
24.000	5.000

Main themes and values:
Leisure time with sense

Hi, my name is Carla.

I live in Tèrmens - a little town in the west of Catalonia. I am 15 years old. I like to do a lot of things such as hanging around with my friends, riding my bike, playing computer games.... I have one sister, her name is Ares and she's the youngest of my family. She goes to the same summer camp, but last summer she couldn't go.

In the group, called "Albada" (dawn), we do a lot of activities. They are very funny and entertaining. We do a lot, but they are always different. The one I like most are workshops. In the house we stay during the camp, there are a lot of workshops, and in every place there are 1 or 2 leaders, that teach us how to make something with our hands and with some materials. We learn how to do some nice and beautiful presents we can bring home when the camp finishes. Moreover, we play games, we sing lots of songs, we walk in the mountains and every day we enjoy every moment of the camp!

In the organization there are a lot of girls and boys. The ages are between "7" and "15", but the different ages are not a problem to do a lot of friends. During the years I have been in this group I have known a lot of friends and a lot of these friends are still my friends.

I have been very happy to participate here, greetings from Catalonia!

GOODBYE.

CCCCCE

Coordinació Catalana wants to provide a **broad service**, free and effective in every diocese in Catalonia.



Coordinació Catalana de Colònies, Casals i Clubs d'Esplai is a federation that groups:

- The Federations of local groups (Clubs-Esplais) that promotes the clubs in order to coordinate common initiatives, face similar problems and share experiences.
- Schools offering the official degrees for youth leaders and camp leaders, as well, as specific training courses.
- Service institutions that offer several services for social work and educative actions: housing, campsites, insurances, transport, consulting, etc.

Events during a year

CCCCCE organizes a leader's camp every three years, a leader trainer's camp every three years. Meanwhile, each dioceses organizes its own youngsters, leaders and leadership training camps every year (except the year where there is a national -CCCCCE- meeting)

Our educative projects target:

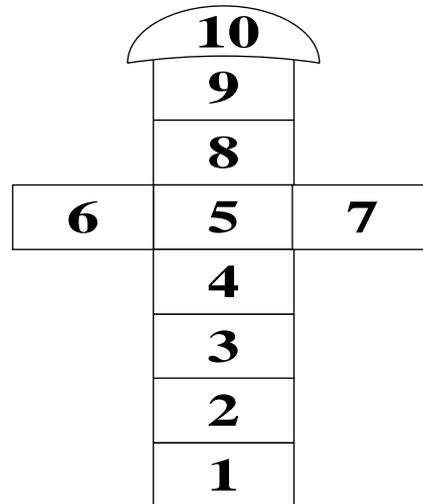
- A complete education of the kids and youngsters
- Understand cultural diversity with equality and respect
- An education with creativity and imagination
- A transmission of values and attitudes inspired in the Gospel
- To favor the inter-religious dialogue.
- To favor an active, volunteer and democratic participation
- An innovative and specialized education of leisure time to leaders
- A contribution in the associativity of our country: Catalonia.

CCCCCE

Game 1 Xerranca

You need:

*1 little stone
chalk*



Number of participants:

1-8

outdoor and indoor

The figure in the picture is drawn on the floor with a chalk or with something similar.

Every player has to consecutively throw the stone to each number. To collect the stone, he/she has to go on one foot to number 10 and back without stepping into the number where the stone is. On the way back the player collects the stone. Boxes 6 and 7 are done at the same time with both feet (one on box 6 and one on box 7). The rest of the boxes are done with one foot.

If the stone is not in the correct box (e.g. one player is throwing it to box 2 and it goes to box 3), the player loses his/her turn. If the player doesn't complete the run he/she loses.

Rules of the Game

CCCCCE

Game 2 Mocador

You need:

Handkerchief

H o m e
T e a m A

©

H o m e
T e a m B

Number of participants:

10-20

outdoor

Divide the group into two teams with an equal number of participants. Each one gets a number e.g 10 participants in a group > numbers from 1 to 10. They are placed at the same distance of the central point (where the controller holds the handkerchief). The controller (©) shouts a number and the persons (one of each time) that "have" this number have to run to the controller and grab the handkerchief before the other player grabs it. Once a player has caught the handkerchief, the other player has to run after him and try to catch him. If the player with the handkerchief gets home then he is safe and the other player is eliminated. Otherwise, if the player with the handkerchief is caught, he is eliminated and the other player is saved. When the players start to get eliminated, the numbers are redistributed.

Rules of the Game

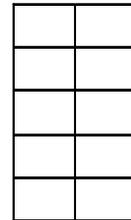
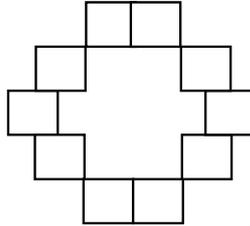
CCCCCE

Game 3 "Cadires Musicals" (Musical Chairs)

You need:

As many chairs as participants

Music



Number of participants:

10-20

indoor

There should be as many chairs in a circle/rows as participants minus one. All the participants walk/run around the chairs while the music is playing. When the music stops (the leader stops the playing), everyone has to take a seat. Obviously, one will remain without a seat and he/she is eliminated. Then, one chair is taken away (so the total number is, again, equal to the number of participants minus one). The game ends when there is just one player left.

Rules of the Game

CCCCCE

Game 4 "Pedra, paper, tisora"

You need:

One hand



Number of participants:

2 or more

outdoor and indoor

The game is played with one hand. A fist represents the stone, an open hand represents paper and the two fingers making a V symbol are the scissors.

The stone wins the scissors since it breaks them, the scissors wins the paper since they cut it and the paper wins the stone since it wraps it.

This game is to be played in couples. The two players must face each other and with one hand at the back and say: "pedra, paper, tisora", right after the end of the sentence they show their hand in one of the figures and they will see who wins according to the rules mentioned before.

If both players show the same figure, it is then a draw.

Rules of the Game

Belgium

Population (number of people): just over 10 million

Capitol: Brussels

Languages: Dutch (Flemish), French (Walloon) and German (Eastern Cantons)

Neighbour countries: The Netherlands, France, Germany and the Duchess of Luxemburg

Highest/lowest point: + 694 m / + 0 m

National holiday: 21st of July

Average day temperature in January/July: 5 °C / 25°C

Back in the old days:

Belgium as such has only existed for 175 years. Before that we have always been part of another empire, but we have always kept our traditions. Because Belgium is a composed country, we have regions with totally different traditions, opinions and even languages. There is Wallonia, the Eastern Cantons and Flanders, where we come from.

Our political system is even more complicated, with a division in 3 governments and another division in communities of which the areas don't match the ones of the governments. Still following?

The cities in our country have always been strongholds of political power but also of scientific and cultural renaissance. Bruges is world widely known for its tapestries, Brussels for its sprouts and Antwerp for its cartographers.

But most of all, Belgium is best known for ... its beer! At the beginning of the 20th centuries, Belgium counted no less than 3200 breweries! That amount has dropped to only 120 in 2003, but there are still over 750 different kinds of beer being produced in our small nation. So you know what to do next time you're in the country!

Chirojeugd Vlaanderen



Year of foundation: 1937

Members	Leaders
87.000	14.000

Main themes and values:
'Inwardness, justice and loving each other'

Hi, my name is Charlot (without 'te') Van Nuffelen. I'm 16 years old and live in Borsbeek, a small village in the province of Antwerp with about 12.000 inhabitants.

When I come home from school, I spend my time between studying, swimming and working or playing on the PC. On Sunday, I only have Chiro on my mind!

I've been going to the Chiro as long as I can remember. You can even say from birth, because when my mom was pregnant expecting me, she offered to cook during a summer camp of our local group. Chiro has always played a big part in the lives of my entire family. Although in general the girls in my family are Chiro members, boys are members of the local scouting group. Only my three younger brothers are members of Chiro!

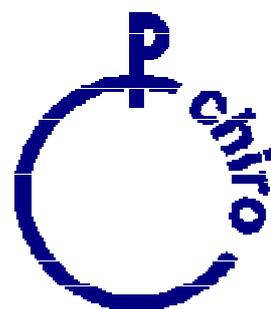
In our village we have 3 local Chiro groups: 2 for female, 1 for male. Our group is made up of about 60 members. There are 2 leaders for each age group, summing up 10 very enthusiastic young women. Because of their enthusiasm, I think I too would like to become a leader in our group. Together with one of my friends we would have the best of times.

Normally Chiro groups are divided into 5 age groups, Speelclub for the youngest (from 6 years old), then Rakwi's, Tito's, Keti's and Aspiranten. Some groups have a division for even younger children, but in our village we don't.

In Chiro we do all sort of activities, from incredibly funny to dead serious ones, from nice and relaxed to pretty exhausting ones, from ordinary to inventive. Our leaders always try to change our Sundays into 'Fundays' and we love it!

Chirojeugd Vlaanderen

Chirojeugd Vlaanderen was founded in 1939. It originated from a parochial group intended for children during the 19th century. In those days Belgium was a catholic stronghold in a rather protestant part of Europe and the influence of the Catholic Church was very powerful. Nowadays, Chiro is running a much more open course, with room for children of any kind of origin and religion.



Events during the year:

- Children and youngsters meet every week in the Chirogroup close to home. There they can explore new horizons, meet their peers and learn a games and crafts. Sport and play are essential parts of many 'Sunday afternoons'. The unique thing about Chiro is that children of different age groups meet at the same time. Although most of the time they play with their peers, there is always some room to learn from the older groups or look after the younger ones. Each Chiro group is like a family were members are like brothers and sisters.
- Weekend activities are often organized in every Chiro local group. Other activities besides our weekly meetings are fund raising activities, and annual celebrations with music and dance.
- But, as for most of the youth movements, the annual summer camp is the highlight of the year. The leaders take the children to the woods of the Ardennes, the windy Belgian shore or the sandy slopes in Limburg, where they sleep in tents.

Main themes:

Each year in Chiro we work on a common theme, like 'Place 2B', 'Nature-Like', 'With Love',

In the monthly leader's magazine, articles and games on the theme are published and the leaders choose the right activity which most suits their group.

Chirojeugd Vlaanderen

Game 1 'Finger Crushing'

You need:

No materials, but be sure not to play it with the youngest, it's more a game for the older groups

Number of participants:

At least 2 but there is no limit. Only if you try to play it with a really large group (say 40) you will lose control.

Best played outdoors, in the mud if possible.

Participants stand in a big circle with your arms strongly held to the persons on either side.

When the signal is given, players start pulling on each others arms, nothing more! The first 'shackle of the chain' which breaks, looses and is out for the rest of the game. The leader has to be very attentive as most often more than two people break off the chain at the same time.

The game ends when only 2 people are left. They have to entangle their fingers with each others and try to get their opponent on his/her knees.

Older groups can play it even rougher, and start using their feet to break others loose but caution is required.

Rules of the Game

Chirojeugd Vlaanderen

Game 2 '10-ball'

You need:

1 ball, no matter what kind but normally a football or rugby ball is used.

Number of participants

At least 4, best is 6 to 8 persons per team.

Best played outdoors, indoor is possible.

Divide the group into equal teams, normally 2 teams, but more is also possible. Players stand close together and a ball is thrown in the air.

The idea is to pass the ball around in your team for 10 times, without dropping it on the floor and without it being intercepted by the other team(s). Whenever it is intercepted or falls to the ground, the team has to start over from 0. Walking around with the ball is also not allowed. If you can pass it around for 10 times you have earned 1 point.

You play this game until one team has scored most points.

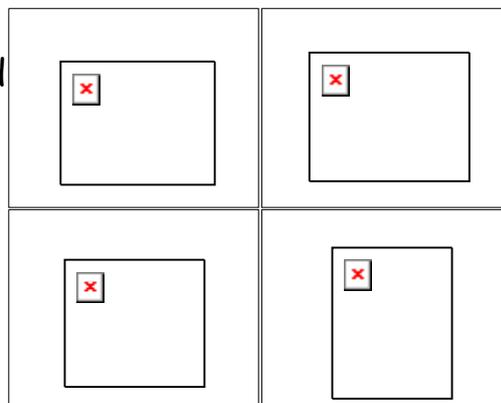
Rules of the Game

Chirojeugd Vlaanderen

Game 3 'Divide and conquer'

You need:

A few large ropes, like the ones used for rope pulling.



Number of participants:

A whole lot, the more the better!

Only possible outdoors.

Set four squares of 10m x 10m with rope on the ground (see drawing).

Divide the group into 4 equal teams and place each team in a square.

The idea is to pull people from other teams into your own square, thus enlarging your team size. You do this until everybody is standing in 1 square.

Limitations: Players must have at least a foot inside their own team's square at all times when pulling alone. However the team can make a chain of people, and then only the last person in the chain has to keep his/her foot in the square. Like this you can reach further in a square of your opponents! But be aware, they will try to break the chain and then everybody left standing in the opponent's square is lost.

Caution: this can be a very rough game, so pay attention. It is suggested to remove jewelry and watches before starting.

Rules of the Game

Chirojeugd Vlaanderen

Game 4 'Sound of Silence'

You need

A whistle and a blindfold

Number of participants

No restrictions

Best played indoors, outdoor is possible if there aren't any other people around.

Rules of the Game

This is a game for younger children, but older groups can have fun playing it as well, maybe with slightly different rules.

Everybody except one sits in a circle. One person sits in the middle with a blindfold and whistle close to him/her.

The game starts in complete silence...somewhat difficult for some children!

A person from the circle gets up, walks around the circle, enters the centre of the circle from the gap left open (where s/he sat down before) and tries to blow the whistle of the person in the middle.

If the person in the middle thinks s/he hears something, s/he has to point in that direction. If it's correct, they change places. However the person in the middle only gets 3 attempts to guess.

Silence is essential for this game.

Italy

Population (number of people): 58.000.000

Capital: Rome

Language(s): Italian

Neighbour countries: France, Switzerland, Austria, Slovenia, San Marino, the Vatican City

Highest/Lowest point: + 4.807m/ 0m

National holiday: Republic Day on the 2nd of June

Average day temperature in January/July: 9 /24

More or less 2000 years ago Italy was the heart of the "Roman Empire" and was the biggest and most powerful country in the world. After the fall of the Roman Empire Italy has always been divided into many small States, each fighting and competing each other. These states were united in 1861.

Italy was the home of many famous artists such as Dante, Leonardo, Michelangelo who creating a considerable amount of masterpieces.

Because of our love for chatting, we invented the telephone.

Because of our love for music, we invented the violin and the radio.

Because of our love for funny life... we live in Italy!!!

Forum Oratori Italiani



Year of foundation: 2001

Members	Leaders
1.000.000	150.000

Main themes and values:

Help growing the new generations according to the values of the Gospel.

To study new generations' development and their educational needs.

To sustain and coordinate the educational actions of each oratory

To promote and finance pedagogical research and find adequate structures to represent Italian oratories and help them to reach their objectives in local, national and international institutions.

Hi, my name is Paolo and I am 13 years old. I live in Milan, a big city in the north of Italy, with my family: mum, dad, my brother and my sister.

My favourite hobbies are playing football and volleyball, and when I don't practice any sport I spend my free time with my friends.

I met them for the first time in our Oratory when I was a child, and even if ten years have passed, we still meet every day at the same place!

Once a week we meet in the afternoon for catechism, and with our leaders we pray and discuss about spiritual themes; during the other days of the week we simply meet each other to play, talk or practice some sport. I think it's great that I can play football and volleyball in my Oratory team, just for fun, because for us doesn't really matter the result. I prefer this than practicing sports in a competitive spirit.

Nowadays I'm also looking forward to next years activities.

In fact, next year I'll be fourteen, I will become a leader, and I will help my Oratory during the summer camp (usually we prepare activities for 300 children for 6 week in Milan, then we spend two weeks in the mountains with other 40-50 children and young people).

But above all I will help my coach to train a younger volleyball team, so I will have the opportunity to make other children feel my passion for this sport!

At the moment I am not interested in training courses to become a catechist, because my parents are both catechists, and I prefer doing other activities for

my local group. Maybe in future I will get more involved in these activities which are also important for human development.

Forum Oratori Italiani

FOI was founded on September 2001. It consists of 40 members (youth pastoral dioceses, religious institutions, associations and oratory).

It also has a national secretary's office.

Events during a year

Usually every Oratory organizes its own activities according to the proposal made by its diocese or its religious association. The main activities are the following:

Our summer camp *GREST*, varies according to respective towns. Children aged 6-14 have fun together through games, excursions, trips, biking and obviously prayer;

FORMATIVE COURSES for leaders aged 15-18 are aimed at providing skills needed to deal with young children in the right manner in an entertaining atmosphere;

SUMMER CAMPS, where children and their leaders stay in tents or particular houses usually in the mountains for 1-2 weeks;

CATECHISM, for everybody from the age of 6. Catechists are well-prepared thanks to a lot of formative courses organized by each diocese;

SPORTS, plenty of activities such as football, volleyball, basketball organized by *C.S.I.* (Italian Sports Centre);

MORE AND MORE activities are organized by respective local/town groups...

Main Themes

To study new generations' development and their educational needs.

To sustain and coordinate the educational actions of each oratory.

To promote and finance pedagogical research and find adequate structures to represent Italian oratories and help them to reach their objectives in local, national and international institutions.

Forum Oratori Italiani

Game 1 Palla capitano

You need:

A basketball or a volleyball field

Some balls

Number of participants:

8 or more

outdoor

Divide children into two teams, one on each side of the field.
Each team secretly chooses its captain.

You can play with one or more balls.

The first team receives the ball, and a thrower should try to hit a member of the opposing group. The children can avoid being hit by moving freely inside the group field.

If someone hits or crosses the mid-line of the field, he becomes a prisoner, and s/he must stand at the back of the opposite team's field. The prisoners can hit their opponents, if they receive a ball, in order to get free.

If someone catches the ball in full flight, the thrower becomes a prisoner.

Rules of the Game

Forum Oratori Italiani

Game 2 Castellone

You need:

A basketball or a volleyball field

2 flags

Number of participants:

10 or more

outdoor

Divide children into two teams, one on each side of the field. The aim of the game is to score more points than the opposing team, in a fixed time. This can be done by one team taking the flag from the end of the opponents' field and bringing it into one's own field. When someone enters the opposite field s/he can be caught by being touched; if this happens, s/he must stand still with arms wide open waiting to get free. This person can be set free only when another member of the same team touches him/her. The defenders cannot stay closer than two meters away from their flag and from the caught opponents.

If someone is caught while carrying the flag, s/he must stop but keeping the flag in his/her hands; he can give the flag to one of his free mates (without throwing it) or he can wait until someone sets him free and then try to reach his half of field.

When a point is scored everybody gets free and both the flags are put again at the end of each field.

Rules of the Game

Forum Oratori Italiani

Game 3 Spazzola

You need:

A ball

Number of participants:

10 or more

outdoor

Divide children into two teams, and assign a number to each player in both teams.

Each team stands in line on his side of the field, in front of the other team. The leader puts the ball in the middle of the field and then he calls one or more numbers. The children that are called must run toward the ball, try to get it and bring it behind their starting line. It is possible to "fight" against the opponents, but the leaders must take care about violent behaviours. It is also possible to pass the ball to a mate, but only throwing it backward (like rugby); if someone throws the ball forward, a point is scored by the opposite team.

During a round the leader can call in new players or call out some of the playing numbers, if he screams "brush" (spazzola, in Italian) all the children are involved in the round.

The team who scores the highest number of points is the winner.

Rules of the Game

Forum Oratori Italiani

Game 4 Stratego

You need:

One standard deck (in different colours) for each team

Number of participants:

10 or more

outdoor and indoor

Divide the children into two or more teams and assign two leaders who form the base area of each team. Each player receives one card from his leader; then he must move freely inside the playing area (it can be a room or a field). The players must challenge their opponents in order to take their cards and score points. The only way to start the challenge is touching the opponent; when a child is caught both the players reveal their card number, and the highest wins. In case of a tie, nothing happens.

The loser must give his card to the opponent and run back to his leader to receive a new card; the winner must run to his leader and give him both the cards, receiving a new one. The second leader must bring back the "stolen" cards to the other team's leaders.

The team that gets the highest number of opposite team's cards wins.

Rules of the Game