

EURODESK BOOK OF GAMES

GAME ONE

- 1. Name of the authors: Cross Culture International Foundation - CCIF Cyprus**
- 2. Country: Cyprus**
- 3. Name of the authors (optionally): Team of CCIF Cyprus**
- 4. Name of the game / game-based activity: Lie and Truth!**
- 5. Theme: Bring toilet paper and place it in the middle of the room and ask participants to sit in a circle around it and then tell them that they should pull out at least two sheets of toilet paper and keep it and then tell them that each paper they pulled out should be a real or false attribute / information / habit about them.**
- 6. Target group / age: 15-30 y.o.**
- 7. Group size: 10/25 persons.**
- 8. Time: 20-30 minutes.**
- 9. Objectives: To know the facts about each other and have some fun.**
- 10. Instructions / rules: no rules.**
- 11. Material required: Toilet paper.**
- 12. Tips for facilitators: Ask each person to pull out at least two or three toilet leaves and start the game immediately so that their answers are automatic.**
- 13. Other - don't worry about the language.**

GAME TWO

1. **Name of the authors: Cross Culture International Foundation - CCIF Cyprus**
2. **Country: Cyprus**
3. **Name of the authors (optionally): Team of CCIF Cyprus**
4. **Name of the game / game-based activity: Draw me with your eyes!**
5. **Theme: You'll ask them all to stand and walk randomly in a circle, and you'll play music. When the music stops, each person will join the person closest to him, and then they'll be divided into small teams of two persons. You will then ask each person to draw the other person on paper, but without looking at the paper, just the eyes staring at the person and the hands moving on the paper.**
6. **Target group / age 13-50 y.o.**
7. **Group size: Any even number no matter how big or small is the group.**
8. **Time: 30-40 minutes. Depending on the number of people present, but you will need 5 minutes to mix them and explain the game, and you can provide another 10 minutes for drawing.**
9. **Objectives: Break the ice, look the person in the eyes and stimulate and increase imagination skills.**
10. **Instructions / rules: They shouldn't look at the paper while drawing each other.**
11. **Material required: Cardboards, black pencils and colored pencils.**
12. **Tips for facilitators: No**
13. **Other - don't worry about the language.**

GAME THREE

1. **Name of the authors: Cross Culture International Foundation - CCIF Cyprus**
2. **Country: Cyprus**
3. **Name of the authors (optionally): Team of CCIF Cyprus**
4. **Name of the game / game-based activity: Express your way!**
5. **Theme: Present the idea of the project and give every person or group of people who know or are interested in the same field an opportunity to express the idea of the project that the group of artists can express with a work of art and the group of designers by designing an advertising campaign The actors can make a play about the idea of the project**
6. **Target group / age: 20-50 y.o.**
7. **Group size: 4/8 persons.**
8. **Time / duration: 1 hour.**
9. **Objectives: Explain the project in detail to them Encourage them to search for the idea of the project, expand it, help promote it, and learn more about each other.**
10. **Instructions / rules: That everyone works in his/her own field of interests and work in teams.**
11. **Material required: Computer/laptop/smart phone, pen, papers and programs to design, a display screen and a place for the presentation of plays and live performances.**
12. **Tips for facilitator: Try to know the work and talent of each of the team members from the first meeting to facilitate their division into suitable teams.**
13. **Other - don't worry about the language.**

GAME FOUR

1. **Name of the authors: Cross Culture International Foundation - CCIF Cyprus**
2. **Country: Cyprus**
3. **Name of the authors (optionally): Team of CCIF Cyprus**
4. **Name of the game / game-based activity: talk show swim pool!**
5. **Theme: A very strange quiz game with quests and rewards that extended to all aspects of environmental protection, pollution and recycling. Glory and prizes to the winners, but those who lost ... They got to fall themselves refreshed in the pool.**
6. **Target group / age: 15-30 y.o.**
7. **Group size: No groups.**
8. **Time / duration: 2 hours.**
9. **Objectives: Teaching with fun.**
10. **Instructions / rules: no rules, just answer quickly.**
11. **Material required: Swimwear and preparation of environmental questions and answers.**
12. **Tips for facilitators: Tell them before to have their swimsuits.**
13. **Other - don't worry about the language.**

GAME FIVE

1. **Name of the authors: Cross Culture International Foundation - CCIF Cyprus**
2. **Country: Cyprus**
3. **Name of the authors (optionally): Team of CCIF Cyprus**
4. **Name of the game / game-based activity: Take a photo of a historical figure!**
5. **Theme: Collect historical photos of the most famous nearby places in your city and distribute them/share them to the groups. Each group will search for the model in the picture and take a video or a picture with it. The group that first reaches the model will be the winning group.**
6. **Target group / age: 15/50 y.o.**
7. **Group size: 4/10 persons.**
8. **Time / duration: 1 hour.**
9. **Objectives: Get to know the city more.**
10. **Instructions / rules: No**
11. **Material required: PHOTOS AND MAPS.**
12. **Tips for facilitators: No**
13. **Other - don't worry about the language.**

GAME SIX

1. **Name of the authors: Cross Culture International Foundation - CCIF Cyprus**
2. **Country: Cyprus**
3. **Name of the authors (optionally): Team of CCIF Cyprus**
4. **Name of the game / game-based activity: One-word stories!**
5. **Theme: Participants make a story as a group. You or they can decide on a running order by giving them a number each. Each participant says one word in turn. Encourage them to make their story as creative as they like.**
6. **Target group / age: 13/30 y.o.**
7. **Group size: 4/8 persons.**
8. **Time / duration: 20-30 minutes.**
9. **Objectives: Engage participants with a fun story-building activity; activate useful language for telling a story (then, after that, later etc.)**
10. **Instructions / rules: Divide participants into groups of 4-6, according to where they are sitting.**
11. **Material required: (optional) unusual pictures to add challenge.**
12. **Tips for facilitators: Participant 1: One; participant 2: day; participant 3: a small; participants 4: boy; participant 5: flew etc.**
13. **Other - don't worry about the language.**