



Bags for Life

Instructions of the game:

Object:

In this game no one loses, everyone wins. Players learn to appreciate membership of the European Union, its values, its culture, its advantages and its benefits.

By answering the questions posed, players not only become aware of the many social, political, economic and cultural characteristics of each country, but also have the opportunity to learn about important issues of everyday life in Europe as a citizen. In this way, it goes beyond a game of theory or concepts about the European Union.

By facing many everyday situations that we as citizens may encounter when travelling in Europe, we will learn what to do in certain circumstances and how to solve problems by going to the appropriate official bodies or institutions. It is, above all, a practical and useful game.

Equipment:

We need:

- A pack of cards with the questions.
- A sand timer.
- Some cloth bags.
- Some stamps to mark the six countries involved in the European project "*Have your Say*".
- Ink pads.
- An optional wheel to get started by asking about local words from the Canary Islands in order to encourage players to learn something about our language.

Like a suitcase from the last century, the bag will be covered with the stamps of the different countries with each correct answer.

An **answer key** will be provided.

Setup:

On your turn, spin the wheel and try to guess the meaning and pronunciation of the words involved. If you succeed, you start answering questions.

Bags for Life is a great team game, but it can also be played individually. If you have a large team, we recommend dividing it into six teams (one per country). If playing with larger teams, you may require extra time for answering questions. Under these conditions, wait an extra 10-20 seconds before turning over the sand timer.

Game play:

On your first turn, spin the wheel and try to guess the meaning of the word. Then dare to pronounce it (you can skip this pre-game activity if you don't have a computer or laptop handy. It's just a warming-up game for fun).

Once all the cards are dealt the players look at them to try and answer the questions. The dealer begins by offering their cards spread face down to the player to their left. That player selects a card from the dealers' hand without seeing it, and adds it to their own hand. There must be a game coordinator or a jury for the entire duration of the game.

Each team may have some helpers in the audience as an option if they feel they will not get the question right in the time allotted. When they use this option, they will lose a game turn and must wait for the next one.

The team or player with more stamps on their bags will be the most well-travelled and knowledgeable in the game. Remember: everybody wins!

Notes:

All players spin the wheel in turns. The player with the highest number of correct answers takes the first turn. Play then continues clockwise.