

familytime

Instructions

It's nice that you take time together as a family to play. The Familytime game is about getting into conversation with each other and about exciting encounters, interesting experiences and creative problem solving. It is important to treat each other with respect and appreciation and to follow the rules of conversation (listen, let people talk, use respectful language, do not pass on other people's personal details) - and then you can start playing!

Age recommendation:
We have tried to
formulate the questions in such a
way that they are understandable
for children and adults. It works
best with children from about

7 years of age. You are also welcome to help each other with the answers!

Duration:
About 45 minutes, depending on how long and in which way you are playing

Content:

1.Round ("Personal"): 23 Question cards that each person answers individually.

2. Round ("Rotating"): 23 Question cards, which are answered in turn by all players. 3. Round ("Point round"): 14 Question cards where points can be gained.

Besides that:



1 Joker: You can use this card to skip an answer. The drawn question card is then put back into the box and a new one is drawn.



1 Slide card: Use this card to pass on the drawn question to another player.



1 Explosive card: This card is used when someone does not want the question just drawn to be answered. The person who drew the card puts it back in the box and draws a new card.

5 Blank cards to write down questions yourself.

Aims of the game:

The aim of the Familytime game is to exchange views on topics that are sometimes not given enough attention in everyday family life. Another aim of this game is for the players to share their own experiences and views. In this way, the players get to know each other better and you continue to grow together as a family.

The game can be played as described here, but you can also draw a card now and then in everyday life and answer it together or find other ways of playing.

Preparation:

At the beginning of the game, the cards of the individual rounds are shuffled separately, and all the piles of cards are placed in the middle of the table, as well as the Joker, Slide and Explosive cards. The game is played in three rounds and in each round the corresponding deck of cards is used.

Now you are ready to go

Round 1: "Personal"

All players draw 3 cards from the first deck. The person who had the idea to play Familytime starts and answers the first question. This round is about the opinions, views and attitudes of the people participating in the game. There is no right or wrong. If someone can't find the words for an answer, they are welcome to draw, play something or answer with a song. You can also support each other in answering! If the person doesn't want to answer the question at all, they can use the joker card to skip the answer, or the slide card to pass

the question on to another player. If someone else in the round does not want the question to be answered, the Explosive card can be held up. This question card is not answered in this game but is put back in the box and a new card is drawn.

Each answered question card is put back in the box and it is the next person's turn.

After each question, the players have time to share and talk about thoughts, questions, and needs in the group.

Round 2 ("Rotating"):

Again, all players draw 3 cards and place them face down in front of them. In the second round, the drawn question is answered by all players one after the other in a clockwise direction. It makes sense to be brief so that everyone can answer. The Joker and Explosive cards can also be used here. Make sure you let each other finish, remember that there is no right or wrong, and be curious about each other's views, opinions, and feelings!

Round 3 ("Point round"):

In round 3, the cards are distributed evenly among the participants and there are points to be won to make the game a little more exciting.

Collecting and awarding points can be a lot of fun, but if you don't enjoy it, leave out the scoring and answer the questions without awarding points.

It is no longer about your own experiences, but about how well you know each other.

The person who draws a card must give an assessment of the thoughts, feelings and wishes of another player. If you want to give

points, you rate how right they are. There is one point or no point per card / answer.

Here it is sometimes a challenge, especially for the younger players, to award points with an acknowledgement to the person who has answered. Here it is important to be generous and not too strict.

The points achieved can be noted down on a piece of paper. The joker, slide and explosive cards can also be used in this round. After this round, the two players with the most points win. They may now think of a fun or nice thing that the whole family can enjoy together. They may also plan a joint activity and surprise

the rest of the family with it.

We wish you lots of fun! Enjoy your time together!

About Familytime

The game is explicitly aimed at all family constellations, patchwork, rainbow and traditional families as well as single parents. When we use the term "parents", this is necessary for the better comprehensibility of the game and carers, life partners etc. are also included if this applies to your situation.

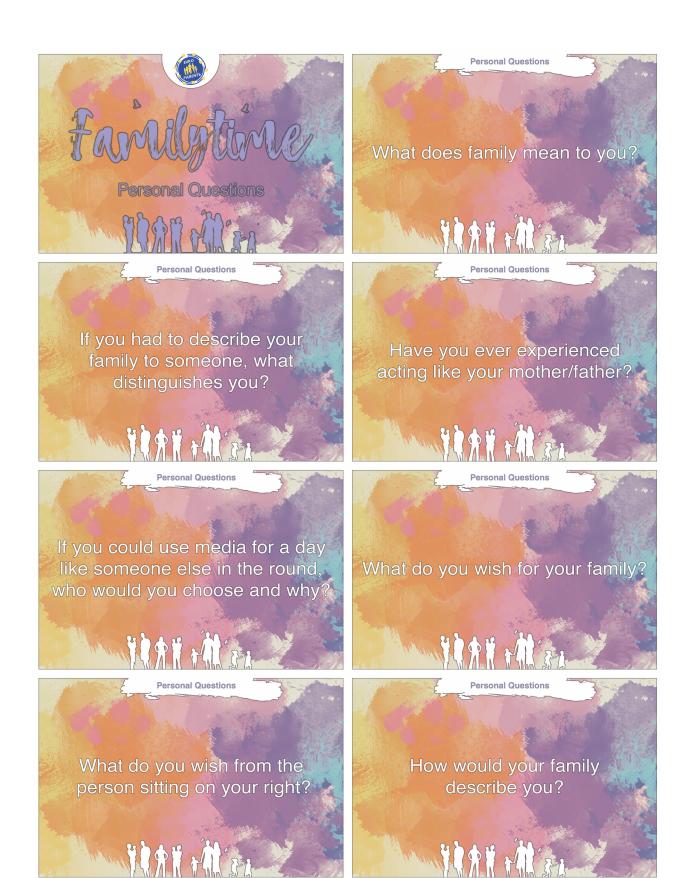
A tip: topics that are too explosive for the game can perhaps be addressed later in a calmer setting.

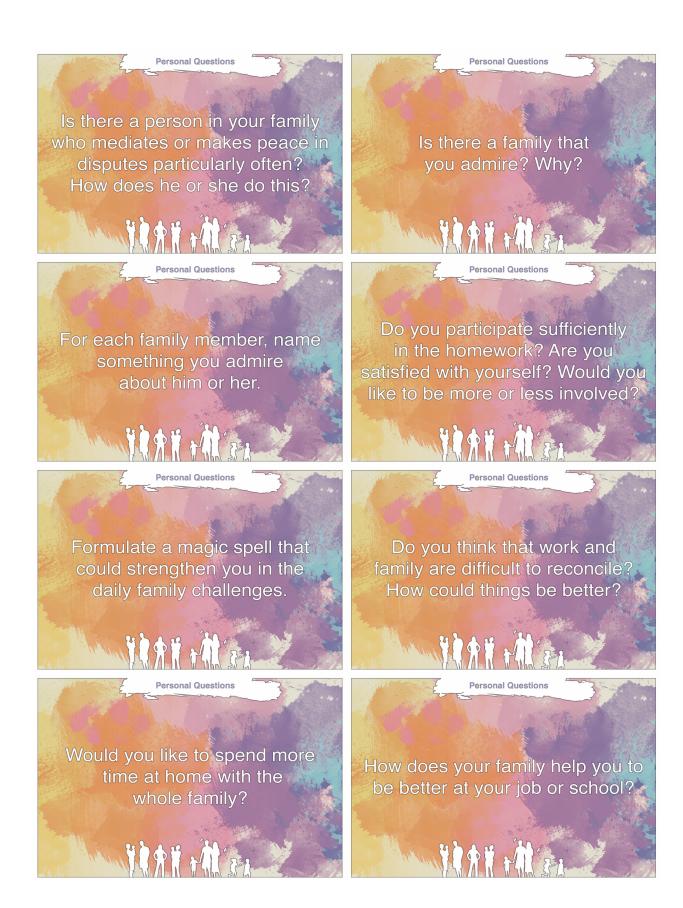
Familytime is a product of the Erasmus+ project "Europarents 2020". In this project, we (a consortium from Germany, Austria, Bulgaria, Spain and Greece) thought about the fact that families all over Europe get into conflicts about similar issues, that almost all of them "get stuck" in the same places.

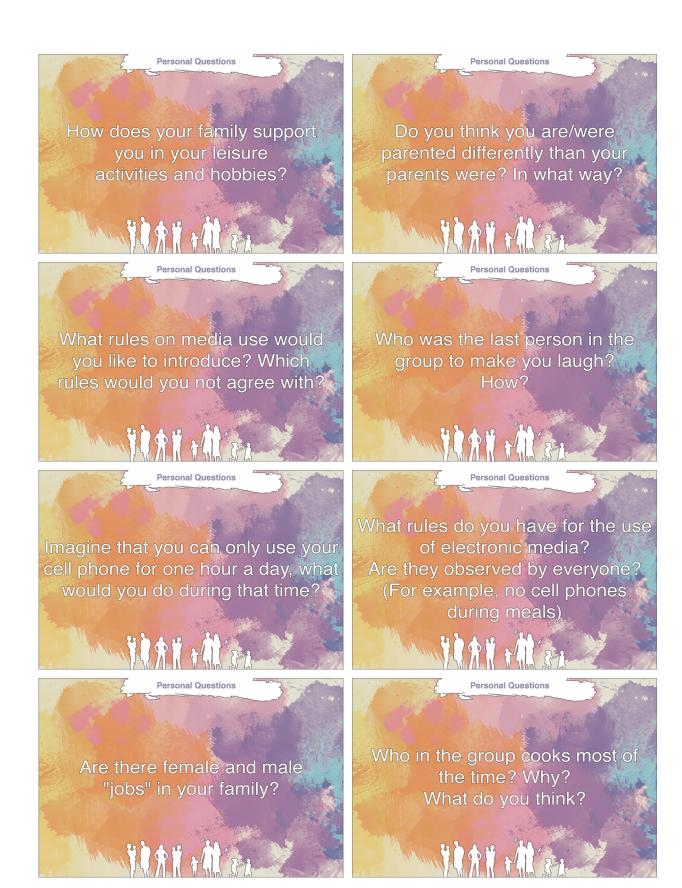
First of all, we conducted a survey in order to be able to orient our further approach exactly to the needs of the parents. Then we developed this game together, which facilitates and stimulates communication about difficult topics in the family and works on them in a low-threshold way. Experience shows that many parents are relieved when they realise that they are not alone with their problems. With Familytime, they can not only get a feeling for the fact that some issues affect families all over Europe, but can also reflect playfully on this and on their personal way of dealing with it, and at the same time find new ways of solving family conflicts.

In previous projects that the individual organisations have worked on, everyone had the impression that "Europe works best on a small scale". We hope that direct human contact and, where this is not possible, the knowledge that families are similar across Europe, will also lead to more mutual understanding and sympathy across national borders.

With this in mind - enjoy the game!

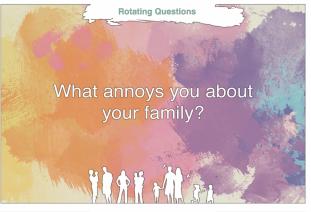






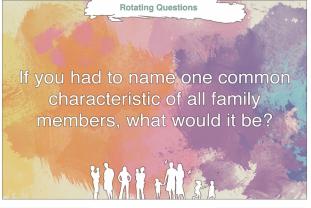


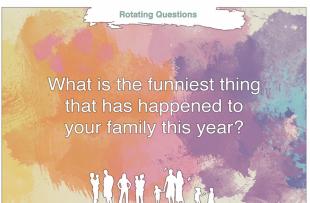




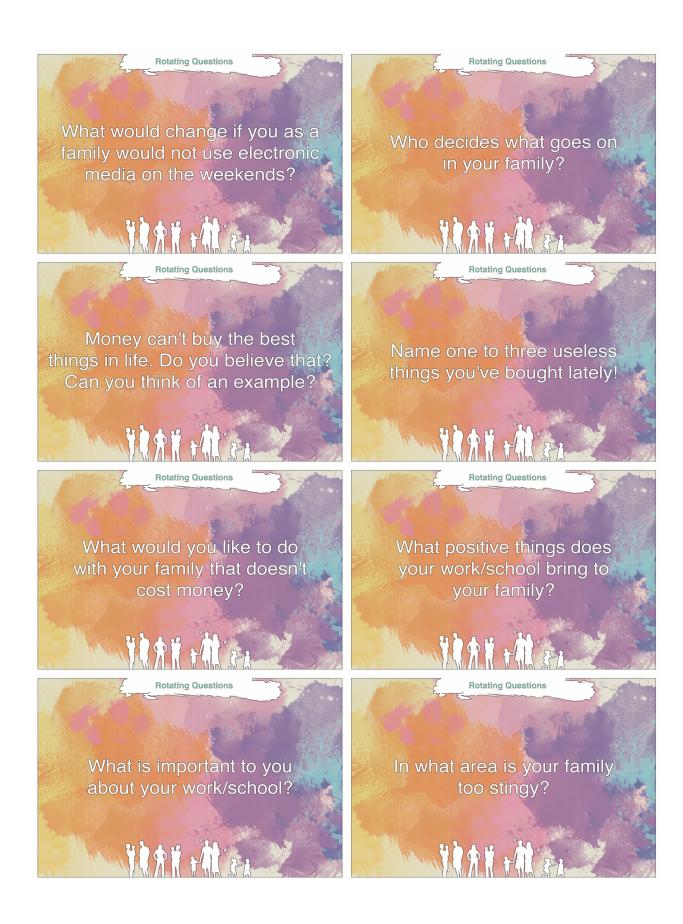


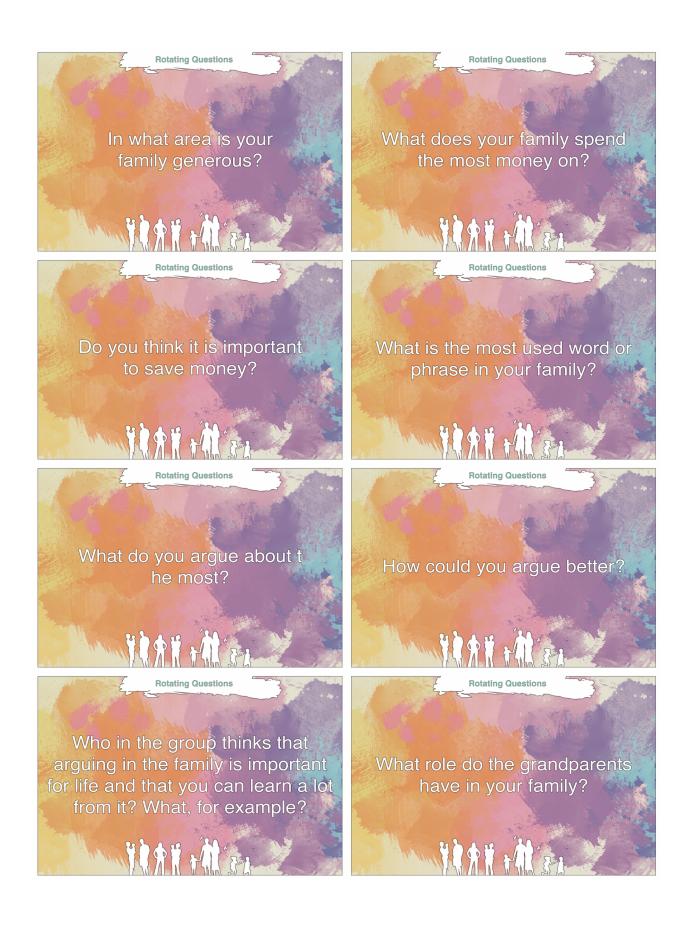






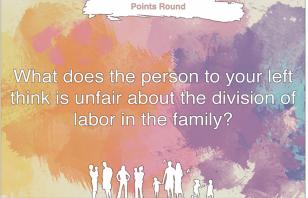












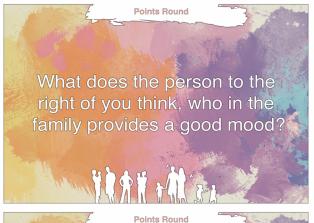


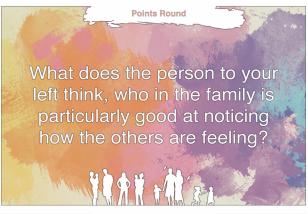


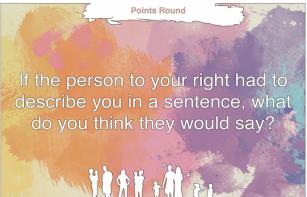


































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