



HOLY MEMO

Group Size: from 2 to max 7 players

Time: 45/60 minutes

Target: from 10 and up

Objectives:

- Learning by playing - players of all ages while playing are able to learn more about religious symbols and customs
- Raising awareness about the different religions and beliefs in the world and its diversities
- Stimulate the interreligious dialogue among participants and increase level of knowledge about religion aspects in the nowadays life.

Materials:

- ❖ Instructions
- ❖ Memory cards (religion symbols and blank cards – 68 cards with religious symbols (4 card with the same symbol) and 4 blank)
- ❖ board
- ❖ figures – 7 (different color)
- ❖ question and situation cards
- ❖ answer sheet
- ❖ Manuel about different religions

Instructions - how to play:

Chose with which religions symbols you want to play. Blank card always must be in. If you play with 12 or less religions symbols use 4 cards with the same symbol (two pairs). If you play with more than 12 religions symbols use 2 cards with the same symbols (one pair).

This game needs a facilitator. Role of the facilitator is monitoring the process of the game and check if answer is correct or not with providing more explanation for chosen question.



1. Put the cards facing the table (up side down)
2. Put the figures on the starting position on the board
3. Following a certain order, every player has to switch 2 cards.
 - a) When two cards are not a pair then the player have to put them up side down facing the table again.
 - b) When a player finds a match of symbols 2 cards of the same pair he/she will have to answer to the attached questions related to the religion cards he/she found. He/she gets one points (player is going one step forward on the board) for a correct answer and also the right to play one more time. Also, player will keep cards. (Facilitator should check if answer is correct or not).
 - c) When the player gives a wrong answer, the next player has the opportunity to answer the same question.
 - d) If the player opens one blank card and one card with symbol, the player loses one point (If he/she has any).
 - e) When the player finds a pair of blank cards, then he/she will receive a card/case study (situation) to answer and reflect with the group. Every group member has the right to share his/her own opinion. But only the player who switched the card receives two points.
4. When player reach four points on the board, he/she can answer a bonus question - if he/she want (he/she can choose religion). If the player answer correctly he/she get one point, if not he/she lose one point.
5. The game is over when all the cards have been matched. The player with the highest score (points) wins.

Variations:

1. The game can be customized according to the needs and level of knowledge of the target groups, as well as on the basis of the geographical area where the game is played. If you consider that some symbol cards and questions related to particular religions are not relevant, you can simply remove it from the game. The total number of different religions involved in the game is 17, and as well as a symbol cards for matching.
2. If the player opens two cards with different symbols he/she can choose from which religion he/she wants to answer the question. On this way the game become more dynamic and players need to answer on more questions not only when they match the same symbol cards.

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