

Festival

Opportunity:

A small, fun community celebration that brings people together from the neighborhood. A move from isolation to engagement, to an experience of genuine community where people see and appreciate each other.

Requirements:

- Meaningful pretext (what brings us together, i.e.: celebrating the World Cups, Olympics);
- Greeting and invitation;
- Hospitality, generosity, and kindness;
- Free of charge and inclusive;
- Games selected with sensitivity to what is happening with the crowd and how they are interacting;
- Emphasis on community celebration and reflection;
- No other community engagement clashing with date;
- The life of the team is a role model example;
- Open environment;
- Clear next steps in place on how to continue working with the community.



Process:

Engagement:

Games that are easy to join or watch - MC to give information on the day.

Participation:

Build a sense of belonging - all to feel seen and loved, especially children.

Celebration:

Harness the building excitement for the community after the festival.

Activities:



Phase 1 - Engagement

Choose activities that invite and motivate people to join in. They should be easy to understand and require no prior knowledge of the game. Here are a few examples:

In The Pond, Out the Pond

Ask all the players to stand in a circle and hold onto a rope. Then place the rope on the ground - this will represent your pond.

When the game leader says "In the pond" - all the players jump forward over the rope into the pond. The game leader says "Out the pond" - all players jump backwards over the rope to the outside of the pond.

The game leader can also do the opposite of what he says. Players must always follow what the leader says, not what the leader does.

Players who make a mistake are eliminated and asked to enter the pond to act as judges, checking whether the remaining participants have made any mistakes.

Parachute Games

There are many versions of games with parachutes. Here are a few options:

- Move the parachute up and down to create a large half-round shape.
- Move the parachute up and down. The leader of the game then calls out to different people, for example "everyone wearing glasses". All the participants who wear glasses and therefore belong to the category called cross the parachute by running under it to the other side and grab the parachute again in a new position.

- Move the parachute and add one or more light balls on top. Try to move the ball in a circle.
- "Cat and mouse" - Ask one player to be the cat and stand over the parachute. Ask another player to be the mouse and go under the parachute. The other players move the parachute up and down while the cat tries to catch the mouse.
- ...



Phase 2 - Co-operation

In this phase, choose games that involve playing with other people. This will help create a sense of cooperation and belonging. Here are a few examples:

Relay races

- Three-legged race;
- Relay race with a sponge and water;
- Egg race;
- ...

Tug of war

How to play : An equal number of players take each end of the rope. The players start pulling the rope at the judge's signal. Each player pulls back as hard as they can. Teams continue to pull until the center of the rope (ribbon mark) crosses the judge's reference point.

Ball in the air

How to play: Group the players together and challenge them to keep the ball in the air by tapping it. Give the players a time limit, for example two minutes, or set a number of taps to reach and see if they can do it.

Dance (traditional, famous or common in the community)

Phase 3 – Celebration

This phase focuses on building a sense of community and uses fun activities that all participants enjoy doing together. Here are some examples:

Follow-Up:

After the festival, there is an invitation to attend something else that is happening in the community. When connections are made, they turn into relationships, as well as future partnerships. Individuals can discuss projects, future events, and other social community activities.

