



INTERNATIONAL
VOLUNTEER YEAR 2021



国际志愿互动 游戏工具包

International Volunteer
Interactive Games Toolkit

Simpl. Vers.



International Volunteering Gamification Training Toolkit Instruction

Dear Partners in Volunteer Organizations, 2026 marks the United Nations International Year of Volunteers. To celebrate this year of special significance to us all, we have specially developed this International Volunteering Gamification Training Toolkit (Pack C). Our hope is that these tools will help you use gamification to foster mutual understanding, enhance collaboration, and co-create products and activities that generate a positive impact on the world.

This toolkit is divided into five core sections designed to facilitate a comprehensive group experience:

- **Icebreaking:** Quickly immerse participants in a joyful atmosphere and bridge the gap between strangers.
- **Get Known:** Deepen mutual knowledge, including but not limited to names, interests, expertise, skills, and the specific help each person can offer.
- **Create Vision:** Co-create a shared vision as a team to strengthen every member's sense of purpose.
- **Teamwork:** Foster collaboration based on trust, allowing members to complement each other's strengths to complete tasks and achieve a sense of accomplishment.
- **Summarize:** Summarize experiences and lessons learned to build personal and organizational growth, ensuring every activity leads to continuous improvement.

As a trainer or facilitator, you can use these cards to design customized gamified workshops:

- **Define Context:** Determine the workshop's purpose, duration, number of participants, participant profiles, and the physical environment.
- **Structure the Flow:** Decide on the segments of the workshop; you may use all five sections or select specific ones based on your needs.
- **Select Games:** Choose the appropriate games for each segment. We recommend selecting a few extra as backups for unexpected situations.
- **Preparation & Rehearsal:** Prepare the necessary props for each game and conduct small-scale testing or a dry run.
- **Finalize & Launch:** Confirm your plan and get started!

Feedback & Contributions: If you have suggestions for this toolkit or have excellent games you would like to contribute, please feel free to contact us.

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- **Name Stacking**
- **Finding Ta**
- **Starting the Train**
- **Bingo Game**
- **Call the Name**
- **007**
- **BOM BOM CHANGE**
- **The Big Wind Blows**
- **Keyword Sit**
- **Finding the Partner**



ICE BREAKING

- Harmonic Echo** ●
- Bubble Gum** ●
- Number Shout** ●
- First Meeting** ●
- Writing Mountains** ●
- Rabbit Jump** ●
- Human Current** ●
- Shining Points** ●
- Web of Life** ●
- Group Massage** ●

01 Name Stacking

ICE BREAKING



Participants sit in a circle.

The first person says: "My name is Zhang, from Beijing."

The second person repeats: "I am Li from Shanghai, next to Zhang from Beijing."

The third adds: "I am Wang from Guangzhou, next to Li from Shanghai, who is next to Zhang from Beijing."

This repetitive, rhythmic introduction allows everyone to memorize the names and origins of all group members in minutes.

It effectively breaks the ice without requiring physical movement.

- **Props: None**
- **Participants: 10-20**
- **Suitability: Yes**



02 Finding Ta

ICE BREAKING



The facilitator hands out a "Finding Ta Worksheet" with traits like "Born in the South," "Has 'Wood' in their name," or "Over 50 years old."

Participants move around to find people matching these traits and collect signatures.

Each person can only sign once per sheet.

This forces active greeting and information exchange. It turns static introductions into a dynamic search, quickly energizing the crowd.

- **Props: Paper, pens**
- **Participants: 10-100**
- **Suitability: Yes**



03 Starting the Train

ICE BREAKING



Everyone chooses a place name or their birthplace as their code.

The first person says: "Choo-choo, the train from Beijing is starting!"

The group asks: "Where to?"

The person replies: "To Shanghai!"

The person representing "Shanghai" must immediately react: "The train from Shanghai is starting!"

Mistakes or slow reactions lead to a penalty.

This fast-paced game ignites passion and reinforces birthplace information through repeated calls.

- **Props: None**
- **Participants: 10-30**
- **Suitability: Yes**



04 Bingo Game

ICE BREAKING



Each participant fills a 9-square grid with answers related to themes (e.g., hometown, occupation, name).

Then, they move around to find someone with the same answer.

If found, they cross off that square.

The first to get a line shouts "Bingo!"

This transforms data collection into a fun competition, helping participants bond over "hometown stories".

- **Props:** Bingo grid, pens
- **Participants:** 10-40
- **Suitability:** Yes



05 Call the Name

ICE BREAKING



Participants stand in a circle.

The first person shouts their name and hometown, then passes the ball to the left.

After a full round, the rule changes:

The thrower must shout the receiver's name: "Zhang, catch the ball!"

This high-frequency calling forces quick memorization of everyone's identity and is a classic icebreaker to break social inhibitions.

- **Props: Small ball**
- **Participants: 10-20**
- **Suitability: Yes**





Participants sit in a circle.
The first person points to someone and says "0,"
That person points to another and says "0,"
The third person points and says "7" like a gun.
The target remains silent, but the two people beside them must raise their hands and shout "Ah!"
Errors result in a penalty.
This game tests reaction and creates hilarious moments, breaking down occupational and age barriers.

- **Props: None**
- **Participants: 10-20**
- **Suitability: Yes**





Sitting in a circle.

Everyone pinches their nose with their left hand and their ear with their right.

At the command "BOM BOM CHANGE," they clap the table twice and swap hands (right hand on nose, left on ear).

As speed increases, mistakes trigger laughter.

This coordination game clears awkwardness and builds intimacy between volunteers and the elderly or children through shared mistakes.

- **Props: None**
- **Participants: 10-30**
- **Suitability: Yes**





Everyone sits in a circle.

The leader in the center shouts: "The big wind blows for everyone born in the South!"

Those matching must swap seats.

The leader tries to steal a seat.

The person left standing becomes the next leader.

This helps participants quickly identify "hometown fellows" or "peers" in the crowd.

This rapid screening based on identity traits is an efficient tool for enhancing mutual understanding and breaking the ice.

- **Props: None**
- **Participants: 15-50**
- **Suitability: Adjust for mobility**





Everyone stands up.

The host reads a story containing keywords such as 'volunteer,' 'hometown,' and 'compassion.'

Whenever a specific keyword (like 'hometown') is read, everyone must quickly sit down.

This game is a true test of listening skills. Since the story is customizable, volunteers can weave in details about the event's background or the participants' names.

This allows everyone to naturally become familiar with their surroundings and other members while staying focused on the story.

- **Props: None**
- **Participants: 10-50**
- **Suitability: Yes**





Everyone has a pair-tag on their back (e.g., "Romeo" and "Juliet").

Without speaking, they must find their partner through gestures.

Once found, they introduce themselves.

This non-verbal communication clears the air and leads to a natural introduction of names and origins. The introductions following a successful match allow strangers to quickly form groups, ensuring everyone learns each other's names and key traits.

- **Props:** Name tags
- **Participants:** 10-40
- **Suitability:** Yes





Each team creates a unique sound (e.g., cat meow, clap, hometown slogan).

When the facilitator raises a team's sign, they must emit their sound.

Alternating team rhythms eventually creates a grand harmony.

This game emphasizes a sense of collective belonging.

While seniors share the melodies of classic hits and youth bring in modern rhythms, the voices of people with disabilities are equally indispensable to the harmony, greatly boosting team cohesion.

- **Props: None**
- **Participants: 15-50**
- **Suitability: Yes**



12 Bubble Gum

ICE BREAKING



The host shouts "Bubble Gum," and others ask "Stick to what?"

The host calls "Stick to the nose!"

Participants must find a partner and touch noses. Those left out perform.

This instantly breaks physical barriers and builds closeness between strangers.

For people from all walks of life, this is an excellent icebreaker that fosters friend-like bonds through shared laughter.

- **Props: None**
- **Participants: 10-50**
- **Suitability: Adjust for seniors**



13 Number Shout

ICE BREAKING



Everyone sits in a circle and shouts numbers randomly to count up.

If two people shout the same number at once, they must quickly yell each other's name or hometown.

The quick-witted win, while those with slower reactions face a penalty.

To come out on top, participants feel a powerful drive to learn and memorize their teammates' names in advance.

This competitive edge significantly boosts everyone's motivation to proactively get to know one another.

- **Props: None**
- **Participants: 10-30**
- **Suitability: Yes**





Everyone gets a name card belonging to someone else.

Within 3 minutes, they must find the owner and introduce their own hometown and occupation. Once finished, the owner of the name tag continues the search for the person they were assigned.

This task ensures that everyone becomes a 'sought-after' individual, boosting their sense of dignity through being noticed.

For seniors and people with disabilities in particular, it allows them to truly feel the warmth and energy of the team.

- **Props: Name cards**
- **Participants: 10-100**
- **Suitability: Yes**





Members hold ropes to collectively control a giant brush in the center, writing the team's name or "Hometown."

This process requires precise cooperation from everyone.

Throughout the writing phase, participants must constantly communicate and coordinate their physical efforts.

It is more than just a display of skill; it is the first true test of team chemistry, allowing people from all walks of life to forge a deep sense of connection through the act of co-creation.

- **Props: Brush, paper, rope**
- **Participants: 10-20**
- **Suitability: Yes**





The host calls out commands: "Little bunnies, hop! Two hops on the left foot, two hops on the right..." and everyone follows the rhythm. Finally, the host shouts, "Hailstorm!" and everyone must quickly crouch while covering their heads. Those with slower reactions might be "struck" by the host's ping-pong balls. Through these childlike interactions, the game quickly relieves stress, helping adults and seniors rediscover their inner child—making it an excellent tool for warming up and energizing the room.

- **Props: None**
- **Participants: 10-50**
- **Suitability: Yes**





All members close their eyes and hold hands to form a circle.

The host, acting as the 'power source,' lightly squeezes the hand of the person next to them to pass the signal along.

An observer must then try to pinpoint the location of this 'electric current.' If the signal returns to the host undetected, the team wins.

This silent, tactile transmission builds deep psychological bonds and trust, allowing those with visual or hearing impairments to integrate seamlessly into the group.

- **Props: None**
- **Participants: 10-30**
- **Suitability: Yes**





In pairs, participants engage in a 5-minute deep conversation before writing down three 'shining points' about their partner: one attractive physical trait, one charming personality trait, and one outstanding talent (such as cooking or farming skills). Everyone then sits in a circle to read the cards they received.

This positive reinforcement is incredibly beneficial for marginalized groups who may struggle with low self-esteem, helping them recognize their own worth and quickly build self-respect and a sense of belonging.

- **Props: Cards**
- **Participants: 10-30**
- **Suitability: Yes**





Members form a circle.

The first person holds the end of a string, introduces themselves (name, hometown, and dreams), and tosses the ball of yarn to another participant.

This continues until everyone is holding a piece of the string, creating an intricate web. Finally, the host asks everyone to tighten or loosen the ropes, demonstrating that each person is an indispensable link in the network.

This game visually illustrates the interconnected nature of the team, allowing everyone to feel the warmth of the group's support.

- **Props: Yarn**
- **Participants: 10-40**
- **Suitability: Yes**



20 Group Massage

ICE BREAKING



All members form a circle and turn to the right, placing their hands on the shoulders or temples of the person in front of them to provide a massage to the rhythm of the music.

The host directs the group: 'Rub your partner's shoulders, pat their back.' Through positive physical contact, this game dissolves social defenses in an instant.

For seniors living alone or people with disabilities, this warm touch from volunteers provides the most direct form of emotional comfort, instantly making the atmosphere cozy and harmonious.

- **Props: None**
- **Participants: 10-100**
- **Suitability: Yes**



- **Skill Search**
- **Mars Mission**
- **Value Boosting**
- **Life Creativity**
- **Ad Miracles**
- **Listening Triangle**
- **Paparazzi**
- **Super Association**
- **Directed Divergent Thinking**
- **Ideal Work Environment**

Sweet Burden ●

Knowledge Quiz ●

Guess What's Inside ●

24-Point Game ●

Tongue Twisters ●

Guess the Profession ●

Wisdom Key ●

Team Metaphor ●

Quality Definition ●

Doodle Work ●



GET KNOWN



Participants list successful life achievements or skills on paper (e.g., event planning, housekeeping, instruments, or gaming records).

They join 5-person groups to share their lists and discuss the potential value of these skills in community service. This game helps groups with lower self-esteem (like elderly or farmers) rediscover their self-worth.

Through collective discovery, everyone realizes they possess hundreds of potential skills, boosting confidence and helping volunteers understand the unique knowledge base of each individual.

- **Props: Paper, pens**
- **Participants: 10-50**
- **Suitability: Yes**





Simulate a spaceship heading to Mars that can only carry 6 people out of 10 candidates (e.g., doctors, farmers, managers, technicians). Participants must justify their inclusion based on their real background or assigned role, highlighting how their specific knowledge/skills ensure survival in a new world.

For instance, farmers share agricultural wisdom, while technicians demonstrate repair skills. This debating format showcases individual professional skills and fosters deep understanding of how different vocations are indispensable to a social system.

- **Props: None**
- **Participants: 10-30**
- **Suitability: Yes**





This is an introspective sharing game. Participants answer: if given more time to do something "beneficial" for the team or society (something you are skilled in but haven't done yet), what would it be? Conversely, identify a current task where your talents are underutilized.

By exchanging views in pairs, participants showcase their deep expertise in specific areas (e.g., finance, counseling). This helps volunteers accurately identify hidden skills for better role allocation, turning individual talent into collective productivity.

- **Props: None**
- **Participants: 10-40**
- **Suitability: Yes**





The facilitator presents ordinary items (e.g., old newspapers, paper clips). Participants use their imagination to list non-traditional uses or design improvements within a time limit. Each then presents their innovative ideas.

This uncovers the practical wisdom of workers/farmers and the logical thinking of intellectuals. Through this low-threshold creative competition, different ages/professions showcase their unique problem-solving knowledge, breaking identity-based barriers and fostering innovative collaboration for future tasks.

- **Props: Common items**
- **Participants: 10-30**
- **Suitability: Yes**





Groups of four draw an "impossible mission," such as selling down jackets to Africans or golf clubs to remote villagers.

They must design a 20-second persuasive ad based on that group's values and habits, explaining how the product improves their life.

This tests communication skills, EQ, and cultural knowledge. Those with legal or sales backgrounds can showcase professional brilliance, while others contribute unique perspectives from daily life, collaborating to achieve a high-difficulty persuasion goal.

- **Props:** Task cards, paper, pens
- **Participants:** 12-40
- **Suitability:** Yes





In groups of three (Speaker, Listener, Observer), the speaker presents a 5-minute talk on a professional skill or life experience (e.g., "If I were Mayor" or "My proudest skill").

The listener must listen without questioning and then summarize. The observer evaluates accuracy.

This focuses on deep communication and information absorption. Participants learn about peers' deep insights in fields like management or housekeeping, training the team to accurately grasp ability-related information in complex settings.

- Props: None
- Participants: 10-30
- Suitability: Yes





In pairs, one plays a reporter and the other a "guest" with hidden talents. The reporter has 3 minutes to use clever questions to uncover a skill or piece of knowledge the guest has that could be useful in emergencies (e.g., navigation, first aid, dialect translation).

After swapping roles, "reporters" introduce their "talents" to the whole group.

This transforms boring introductions into a fun talent search, uncovering hidden resources, especially for those who are quiet but practically experienced.

- **Props: None**
- **Participants: 10-50**
- **Suitability: Yes**





The team sets a goal (e.g., "Planning a charity show"). A participant points to a random word in a magazine (e.g., "Autumn" or "Screw") and must explain the logical link between that word and the goal, proposing a creative idea. This showcases different thinking patterns: intellectuals provide logic, while workers suggest structural solutions. Through this brainstorming, the team discovers the unique insights and depth of knowledge each member brings to complex problem-solving.

- **Props:** Random magazines or books
- **Participants:** 10-30
- **Suitability:** Yes





The trainer asks an open question: "What can a brick be used for besides building?" or "What signals can red convey in life?" Groups take turns giving non-repetitive answers within 5 seconds.

This game mobilizes knowledge reserves instantly. Seniors' experience, professionals' strategies, and children's whimsy all find equal footing.

It allows the team to see the breadth of knowledge each member has regarding specific objects, making it an efficient tool for identifying versatile talents.

- **Props: None**
- **Participants: 10-40**
- **Suitability: Yes**





Groups design an "Ideal Public Welfare Center," considering care, efficiency, and functional zones.

They must integrate professional insights: finance experts handle budgets, workers consider structure, and disabled members suggest professional accessibility features.

Presenting the final blueprints is a live exercise in team ability, allowing everyone to understand peers' professional knowledge in engineering or design, highlighting the advantages of specialization in teamwork.

- **Props:** Markers, big paper
- **Participants:** 10-50
- **Suitability:** Yes





Participants share an experience that was "extremely difficult but ultimately valuable." After each story, they take a candy as a "reward."

By sharing these "sweet burdens," they showcase problem-solving skills and professional resilience. Intellectuals might share R&D breakthroughs, while volunteers share touching moments.

This narrative form helps members understand the special skills and psychological grit peers use when facing real challenges, fostering deep trust and an understanding of actual execution capabilities.

- **Props: Candies, plates**
- **Participants: 10-30**
- **Suitability: Yes**





Play classic songs from different eras or fields.

Participants must guess the title and share the historical background or related knowledge (e.g., farming seasons or historical events).

This showcases knowledge structures through cultural memory. Seniors share history, youth share trends, and farmers share local culture.

Through this fun competition, different groups' knowledge reserves gain mutual recognition, effectively breaking the generation gap and energizing the crowd.

- **Props:** Audio, simple food
- **Participants:** 10-50
- **Suitability:** Yes



33 Guess What's Inside GET KNOWN



Display a tray with 20 items from various trades (stethoscope, wrench, chalk, ledger, etc.) for 60 seconds. Cover it, then replace 5 items. Ask: what was replaced? What were they used for?

This trains observation and serves as a vocational knowledge exchange.

Identifying items encourages members to talk about their own professional tools and skills, boosting professional pride and showcasing specific work-related knowledge in a visual way.

- **Props:** Tray, tools, divider
- **Participants:** 10-30
- **Suitability:** Yes



34 24-Point Game

GET KNOWN



A classic math logic game. Draw 4 cards; participants use addition, subtraction, multiplication, and division to get the result 24 in the shortest time.

This is not just about calculation but logic speed. Finance professionals, engineers, or students often shine here, demonstrating rigorous scientific thinking.

This helps the team identify which members have advantages in logic and emergency decision-making, allowing future tasks involving data or planning to be allocated to the most suitable talents.

- **Props:** Playing cards
- **Participants:** 10-20
- **Suitability:** Yes





Draw cards for tongue twister competitions of varying difficulty.

To increase difficulty, participants can count money or do simple handicrafts while speaking. This showcases verbal organization, eloquence, and focus under multi-tasking pressure.

Teachers, lawyers, or those responsible for public speaking in volunteer teams can demonstrate their skills. It enlivens the atmosphere while identifying those with superior expressive abilities suitable for hosting or public outreach.

- **Props:** Tongue twister cards
- **Participants:** 10-50
- **Suitability:** Caution





Participants draw a profession (e.g., "Chef," "Welder," "Piano Tuner") and must act out its core skills without speaking.

Others guess the profession and specific task.

This lets workers show off precise operational skills and artists show unique movements.

Through this non-verbal display, the group feels the charm of different trades and vocational thresholds, increasing respect and understanding of each other's professional identities.

- **Props: Profession slips**
- **Participants: 10-30**
- **Suitability: Yes**





Place keys on a chair in the center of a 5-meter circle. Without entering the circle, participants must use a detachable mop/broom to retrieve them.

Success lies in discovering that the screw end of the handle can hook the key ring.

This requires multi-angle tool analysis, uncovering the "handymen" (workers or farmers) skilled in tool modification and physical problem-solving. It identifies those with superior practical knowledge for solving real-world physical challenges.

- **Props:** Broom, chair, keys, rope
- **Participants:** 10-20
- **Suitability:** Yes





Groups discuss and choose a metaphor for their team (e.g., "a sponge," "a clock," or "an ocean liner").

Members explain how this represents collective wisdom, skills, and mission.

This showcases abstract thinking and literacy. Managers show organizational views, intellectuals show writing skills, and special groups contribute deep insights from life experience.

This spiritual resonance is a high-level team-building phase, fostering deep alignment on values and goals.

- **Props: None**
- **Participants: 10-30**
- **Suitability: Yes**





The team discusses: what are the 5 core qualities or professional skills needed for this activity? (e.g., "extreme patience," "psychological knowledge," "dialect fluency"). Groups write these at the five points of the star and share. This forces participants to think about task-based needs and reveals who among them possesses these "core qualities."

This cognitive alignment helps identify those best suited for specific high-level volunteer roles.

- **Props:** Large paper, markers
- **Participants:** 10-40
- **Suitability:** Yes





Participants record their feelings, inspirations, or problems about the activity on paper using text, doodles, or symbols. After 5 minutes, they exchange and share in groups.

This provides an informal, low-pressure channel for introverts, children, or seniors to show their unique thinking and aesthetic views.

Sharing these works helps the team understand differences in cognitive depth and artistic perception, warmly enhancing both team performance and emotional integration.

- **Props:** A4 paper, markers
- **Participants:** 10-50
- **Suitability:** Yes



- **Common Blueprint**
- **I Am a Tree**
- **Nazca Giant Painting**
- **Building Houses**
- **Silent Shape**
- **Jigsaw Puzzle Relay**
- **The Creation of Creativity**
- **Super Rollercoaster**
- **Mission and Vision**
- **Rainbow of Life**

Who Am I ●

Gas Swallowing ●

Team Ensemble ●

Sky-high Imagination ●

Story Relay ●

Bright Paradise Visualization ●

Vision Runway ●

Divine Weapon Creation ●

Creative Giant Painting ●

Creative Comic Strip ●



CREAT VISION



Challengers first dip their palms in oil paint and create a matrix of handprints on a giant canvas. Subsequently, the group discusses a "common vision" theme (e.g., "Harmonious Community").

Using brushes and lines, each person extends from their own handprint to logically connect scattered prints into a giant, meaningful painting.

This process symbolizes how unique individual skills eventually converge into a grand team vision. It not only showcases creativity but also helps members understand the ultimate goal of team collaboration through visual impact.

- **Props: Paper, oil paints**
- **Participants: 10-500**
- **Suitability: Yes**





Participants form a circle, and one person steps into the center, freezes in a pose, and declares, "I am a tree".

A second person joins based on this imagery, saying, "I am an apple on the tree". A third joins, saying, "I am the fierce wind blowing the apple".

Once the scene is complete, the first person takes the second away, leaving the third to repeat their identity, and new members continue the chain. There are no wrong answers; everyone is a genius.

Special groups can creatively use their imagination to build vivid scenes of the future, helping different types of people learn to accept each other.

- **Props: None**
- **Participants: 10-20**
- **Suitability: Yes**





Each challenger is assigned a tiny segment of a giant pattern to create independently. During the process, they only know their own local piece while the overall vision remains a mystery.

Only when all fragments are assembled does the grand visual vision appear. This game deeply reveals the principle of "part serving the whole," requiring every member to complete their task precisely for the final vision to be perfect.

This visualized description significantly boosts achievement and collective strength through the assembly process.

- **Props:** Canvas, brushes, paint
- **Participants:** 10+
- **Suitability:** Yes





Teams use limited paper materials to build a symbolic "house." The house must meet five vision dimensions: standard, tall, large, stable, and beautiful.

Once completed, each group sends a "salesman" to pitch their "Vision House," explaining its design concept and how it accommodates team goals. The trainer evaluates stability and aesthetic creativity.

This process tests how teams turn macro goals into engineering details, transforming mental concepts into tangible entities through division of labor and empowerment.

- **Props: Scrap paper, tape, scissors**
- **Participants: 20-30**
- **Suitability: Yes**





The host calls out the name of an object, and the participants' goal is to use their bodies to create the shape of this object while remaining completely silent.

For example, they can start with a simple circle or square, then move to a complex shape like an airplane or a giraffe. The game helps to form the team's "group mind" or collective consciousness.

Under the special condition of not speaking, people of different ages, professions, and physical conditions must abandon personal plans and follow the flow of the group. Through body language, everyone pieces together the shape of beautiful future public welfare visions.

- **Props: None**
- **Participants: 10-20**
- **Suitability: Yes**





Divide the personnel into different groups. Five bags of shuffled puzzle pieces are placed 30m away from tables.

One team member at a time goes to retrieve a bag; assembling can only begin once all five bags are collected. The game tests teamwork and cooperation.

For weaker demographics like the disabled, the team can arrange for energetic youth to run and retrieve the pieces, while assigning the core assembly task to the former.

By maximizing strengths and avoiding weaknesses, everyone encourages each other to assemble scattered fragments symbolizing the future society into a complete, beautiful picture.

- Props: Puzzle, bags, tables
- Participants: 10-40
- Suitability: Yes





This game uses multiple senses to define abstract concepts. Participants answer questionnaires describing "Creativity" or "Volunteer Spirit" through five dimensions: sight (looks like), smell (smells like), touch (feels like), sound (sounds like), and taste (tastes like), and design a symbolic icon.

For example, "Vision smells like freshly mown grass, full of hope." Groups then exchange descriptions.

This sensory transfer training broadens thinking, helping members redefine team values through poetic image language beyond traditional frameworks.

- **Props: Questionnaires, projectors**
- **Participants: 10-30**
- **Suitability: Yes**





Each sub-team is responsible for one section of a track, which must ultimately connect into a complete closed-loop system.

The vision is to let a small ball roll smoothly from start to finish, accurately popping all balloons along the path. This is the peak experience of "coordinated cooperation": any minor gap or error in one section leads to overall failure. Participants must have clear foresight and communication. This physical docking simulates the seamless collaboration required in large-scale public welfare activities.

- **Props:** Track materials, ball, balloons
- **Participants:** 10-50
- **Suitability:** Yes





The trainer displays symbolic daily items. Groups discuss and choose objects that best represent their "Past (History)," "Present (Mission)," and "Future (Vision)."

For instance, using "evergreen leaves" for a vitality vision or a "lighter" for an inheritance flame. Groups build a tabletop work with their choices and deliver a 5-minute presentation.

This project requires participants to reify abstract organizational goals, helping the team deeply explore its cultural roots and reach a deep consensus on shared identity.

- **Props: Various objects**
- **Participants: 30+**
- **Suitability: Yes**





Each person receives 5 pebbles and draws the 5 things they cherish most in life (e.g., family, justice, technology). In a simulated "Life Trek," participants must make tough decisions due to weight, discarding stones one by one until only the most important one remains. Groups share the vision logic behind their choices. This helps volunteers clarify value priorities and find their place within the team's vision, learning how to make necessary sacrifices for the collective ultimate goal.

- **Props:** Pebbles, markers
- **Participants:** 10-30
- **Suitability:** Yes





Explain to the team that the goal of this exercise is to get to know each other by having everyone choose an object that represents themselves.

Everyone has time to find an object nearby that represents their personality or identity, bring it to the class, and explain its meaning. For example, choosing a white dove because it is pure, free, and kind. This sharing allows different groups understand personality and discover each other's shining points.

The game can be extended to selecting items that represent the "future vision," allowing all types of people to find resonance regarding future life.

- **Props: None**
- **Participants: 10-20**
- **Suitability: Yes**





The team uses materials to build a vast piping system. The common vision is to have everyone blow into the pipes simultaneously so the airflow accurately pops a giant balloon at the end.

The design process requires logical consistency and physical connection. Participants must simulate airflow in their minds and adjust their segments based on the overall structure.

It visually demonstrates that when every link is aligned with the common vision, collective minor breaths can merge into a powerful force capable of breaking obstacles.

- Props: Piping materials, balloons
- Participants: 10-30
- Suitability: Yes





Each group practices a unique vocal or instrumental part (e.g., clapping, drumming, or humming). Under unified guidance, scattered rhythms merge into a grand, harmonious movement.

This is an auditory visualization of vision, telling participants that team vision is not uniformity but a resonance of diverse skills.

Regardless of physical condition, every sound is indispensable to the whole melody, greatly enhancing group belonging and a sense of collective purpose.

- **Props: Djembe, bells, etc.**
- **Participants: 10-100**
- **Suitability: Yes**





The trainer sets an absurd theme (e.g., "Building a nursing home on the moon"). Members engage in rapid thinking relay: one person yells a word, and the next must immediately use it to add a reasonable detail to the "Moon Vision."

Through this brainstorming without material limits, they construct a complex, logical future scene.

This game aims to break cognitive ceilings, training volunteers on how to build innovative vision blueprints through group imagination when facing complex real-world problems.

- **Props: None**
- **Participants: 10-20**
- **Suitability: Yes**





Members take turns continuing a plot about "The happy life of our service targets in twenty years." The first person starts, and others must follow the previous plot while adding new vision elements to form a complete story. Participants must balance their creativity with respect for previous segments.

This collaborative writing simulates the formation of a common vision: not a single person's command, but a layering of collective wisdom, allowing volunteers to see a tangible future for their service.

- **Props: None**
- **Participants: 10-30**
- **Suitability: Yes**





This is a vision-imagination journey guided by the trainer. In soothing music, participants close their eyes and enter a "Bright Paradise."

They visualize details of ultimate success: colors, cheers, and achievement. Upon opening eyes, they draw these mental images or describe them concisely.

This "future rehearsal" transforms a vague vision into a powerful internal motivation, allowing members to establish a deep connection and common expectation of the future in the early stages of the activity.

- **Props: Music player**
- **Participants: Unlimited**
- **Suitability: Yes**





Groups are assigned different vision tags (e.g., "Future Super Volunteer," "Wise Elder").

Using newspapers, they design and create a full fashion outfit representing that identity vision for a model. Finally, a runway walk is held with an explanation of the deep meaning behind every fold and symbol.

This is a highly reified vision externalization. Through the combination of role-play and art, volunteers showcase their team's understanding of identity and public welfare vision, achieve a deep value identity in a lively atmosphere.

- Props: newspapers, tape, scissors
- Participants: 10-30
- Suitability: Yes





Simulate a martial arts setting: the team must forge a "Divine Weapon" capable of solving world problems. The group brainstorms the weapon's origin, form, and special skills, writing a complete "Vision Legend." Through this personified creation, the team is actually sorting through strategies for real-world issues. Every skill of the weapon corresponds to a core ability of a member. This visualized exercise helps everyone discover how ordinary skills can transform into "Vision Artifacts" of breakthrough value when combined.

- Props: Task cards, paper, pens
- Participants: 10-30
- Suitability: Yes





Groups collaborate on a giant canvas using only specific body parts (e.g., palms, elbows) to "vertically map" ink onto the surface.

This restriction forces participants away from conventional drawing toward symbolic composition. The theme is "Our Source of Strength Vision."

When hundreds of handprints and elbow marks intertwine to form a giant, rhythmic pattern, this visual impact helps members realize that "Vision" is supported by every tiny individual, boosting organizational cohesion.

- **Props:** Canvas, ink
- **Participants:** 30-50
- **Suitability:** Yes





Teams use collected photos and PPT software to create a comic strip about "The day our vision is achieved."

The story must be meaningful, breaking down future success into several key visual steps. During production, members must intensely communicate and reach a consensus on every frame's meaning.

This cross-media vision description integrates scattered thoughts into a clear logical chain. The final display is not just a report but a deep, all-sensory rehearsal and commitment to a common goal.

- **Props: Smartphones**
- **Participants: 10-40**
- **Suitability: Yes**





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AREA 1 // Partnerships
AREA 2 // Aligning Purpose with Values
AREA 3 // Volunteer Placements

AREA 4 // Safety & Security
AREA 5 // Safeguarding, Protection, and Child Rights
AREA 6 // Health and Wellbeing

AREA 7 // Recruitment and Selection
AREA 8 // Preparation, Training & Learning
AREA 9 // Managing Delivery
AREA 10 // Providing Volunteer Support

AREA 11 // Debriefing, Recognition and
Ongoing Engagement for the Volunteer
AREA 12 // Measuring Impact
AREA 13 // Reporting and Learning

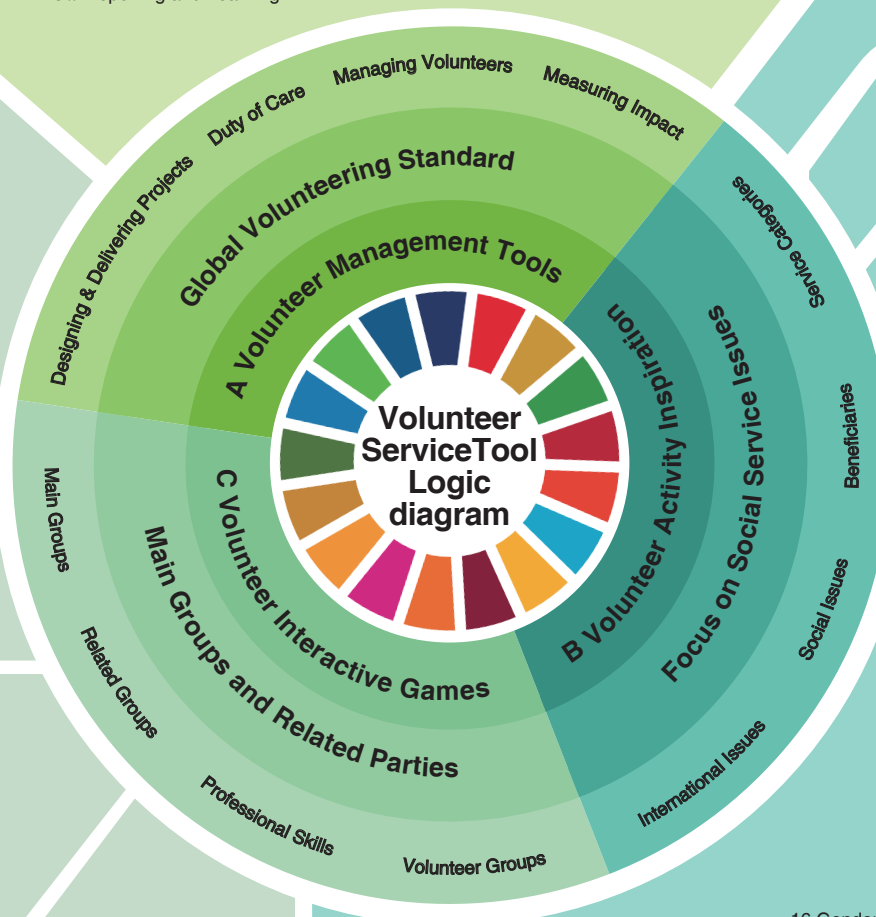
Business & Industry Major Group
Education & Academia Stakeholder Group
Farmers' Major Group
Indigenous Peoples' Major Group
LGBTI Stakeholder Group
Major Group for Children & Youth
Science & Technology Major Group
Stakeholder Group on Ageing
Women's Major Group
Workers & Trade Union Major Group

Africa Regional Mechanism
Asia Pacific Regional CSO Engagement
Mechanism
Civil Society Financing for Development Group
ECE Regional Civil society Engagement
Mechanism
Local Authorities' Major Group
NGO Major Group
Persons of African Descent Stakeholder Group
Persons with Disabilities Stakeholder Group
Sendai Engagement Mechanism
Stakeholder Group for Communities
Discriminated on Work and Descent
Together 2030
Volunteers Stakeholder Group

Medical first aid Sports competitions Driving and transportation Legal services Information technology Operation and management Public relations Education and training Electrical appliance repair Security and protection Accounting and finance Design and creativity	Customer service and reception Property maintenance News writing Fluency in foreign languages Music Psychological counseling Nursing and care Handicrafts Culture and art Network technology Photography and videography Other skills
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Industrial Development Volunteers Poverty Alleviation Volunteers Community Volunteers Youth Volunteers	Civilization Volunteers Cultural Volunteers Medical Volunteers Education Volunteers
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Volunteers for the Disabled
Women Volunteers
Firefighting Volunteers
Red Cross Volunteers
Tax Volunteers
Other Volunteers



Serving the elderly, serving children, rescue and assistance, community service, poverty alleviation and reduction, voluntary teaching and student aid, health and wellness, legal services, environmental protection, science and technology popularization, culture and art, public security and comprehensive governance, civilized norms, traffic guidance, legal services, tourism services, caring for special groups, emergency rescue, large-scale events, international volunteer services, others

Children, women, the elderly, persons with disabilities, entitled groups, poor families, special groups, patients, rural residents, homeless people, the public, taxpayers and fee-payers, others

Governance Legal Services Culture and Art Civilized Trends Traffic Guidance Anti-Drug Advocacy Community Service Health and Wellness Environmental Protection Poverty Alleviation and Reduction Public Security and Comprehensive Science and Technology Popularization Voluntary Teaching and Student Assistance	Volunteer Firefighting Emergency Rescue Sports and Fitness Tourism Services Special Groups Large-Scale Events Overseas Services Tax Services Other Services
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8.Disaster risk reduction 9.Education 10.Employment, decent work for all and social protection 11.Energy 12.Finance 13.Financial inclusion 14.Food security and nutrition and sustainable agriculture 15.Forests	22.Institutional Frameworks and international cooperation for Sustainable Development 23.Mountains 24.Multi-stakeholder partnerships 25.National strategies and SDG integration 26.Oceans and Seas 27.Poverty eradication 28.Rural Development 29.Science 30.Small Island Developing States
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16.Gender equality and women's empowerment 17.Green economy 18.Health and population 19.Indicators 20.Industry 21.Information for integrated Decision-Making and Participation	31.Sustainable cities and human settlements 32.Sustainable consumption and production 33.Sustainable tourism 34.Sustainable transport 35.Technical Cooperation 36.Technology 37.Trade 38.Violence against children 39.Water and Sanitation
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1.Africa
2.Atmosphere
3.Biodiversity and ecosystems
4.Capacity Development
5.Chemicals and waste
6.Climate Action and Synergies
7.Desertification, land degradation and drought