...about the project

The project Life Education Theatre was design to help young people through educating the educators how to guide them for youth empowerment by innovative methods.

The aim of the project is to create educational LARP (Life Action Role Play) tool based on NFE approach for youth empowerment.

Scenario 1

GOLDEN MINES

Background story

The area in the mountains of central Slovakia in the mining region Banska Stiavnica was inhabited by bandits.

At that time, Banska Stiavnica was not so famous yet.

Later it became a rich city, known throughout Europe, but also in the world, for gold mining.

At that time, mining had not yet started, but bandits knew about the underground treasures.

However, they were too inexperienced to mine gold.

The much closer to their way of life was fight. However, they wanted to save the territory only for themselves.

In northern Europe, meanwhile, other struggles have taken place.

The northern population expelled pirates from their shores. Pirates also preferred to steal foreign booty.

The pirates were forced to find another way to rob.

Background story

On their ships, the pirates sailed upstream to Central Europe. In the mountainous area, they found that the mountains were full of metal, gold, silver and copper.

They sailed on their boats along the Hron River to the vicinity of today's town Banska Stiavnica.

The pirates believed they could get to the gold. During the first inspection of the territory, the pirates found that they were not alone in the territory.

The pirates decided to take over the territory.

They had a lot of experience in water fighting, but even more experience in recharging foreign places. Only later, however, they discovered that their enemy was not an ordinary native population. The area looked uninhabited, but yet guarded.

The enemy weren´t bandits who did not lead normal settler lifestyle. But also they did not want to give up the territory because of gold.

Pirates and bandits had something in common: they knew how to fight, they knew how to rob, but they didn´t have experience with a settler's way of life and work.
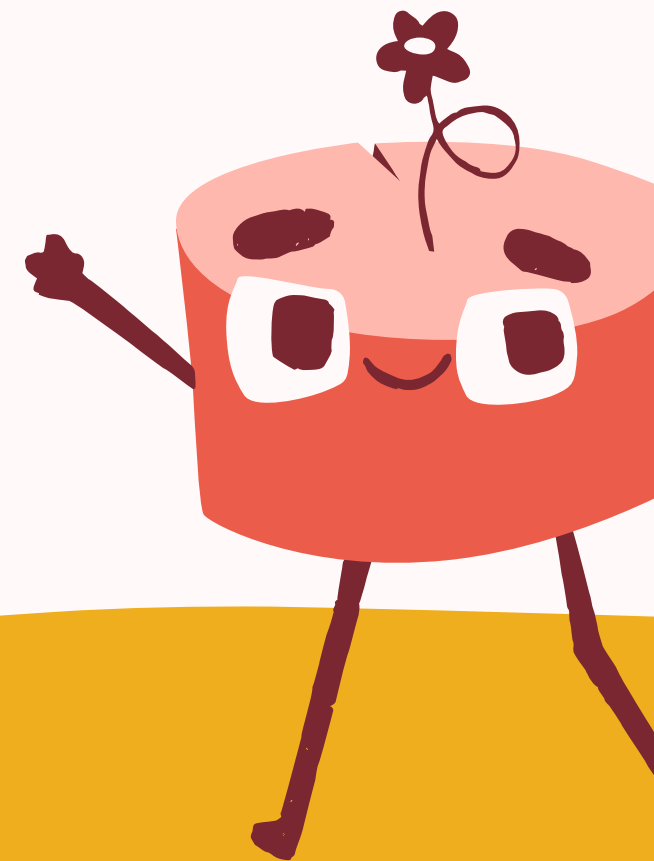
Problem:

Who will be a resident of the mining area?
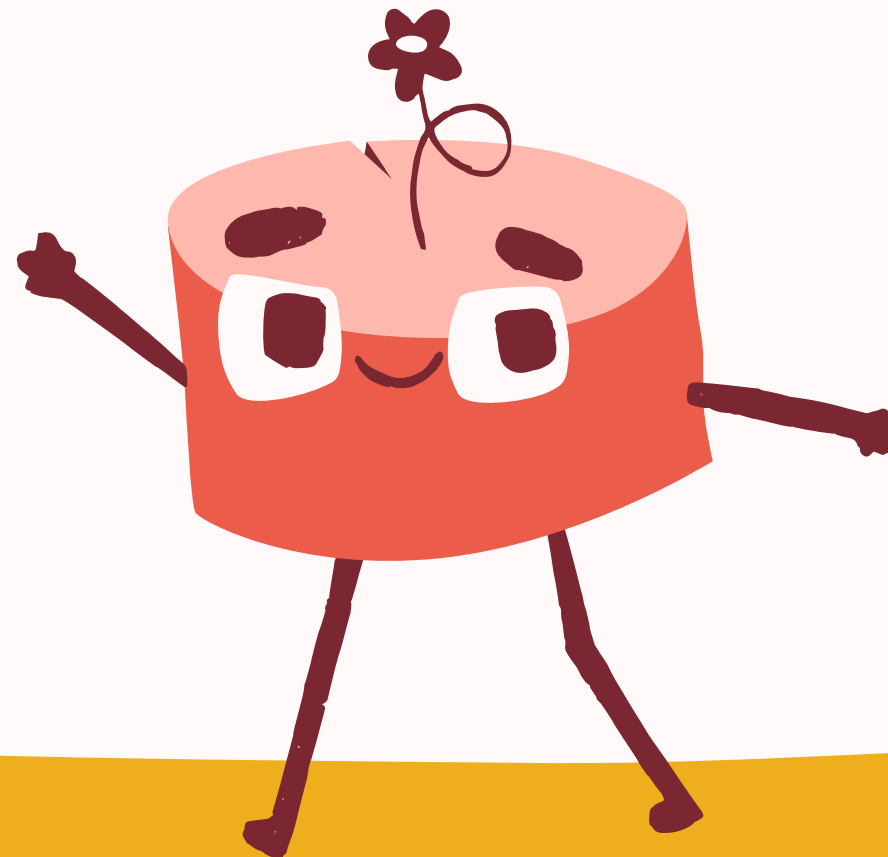
Goal:

To find a treasure.
Who [individuals from one of the group, or whole group] find a treasure, is a winner of game and will be a resident of the mining area.
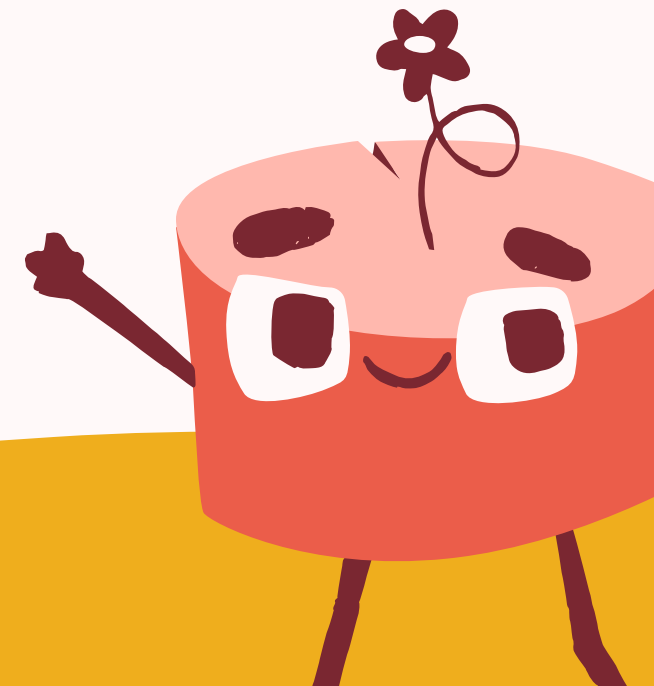
Groups:

Directors chose the best way how to divide participants into two group.
bandits (group of 4 – 8 participants)
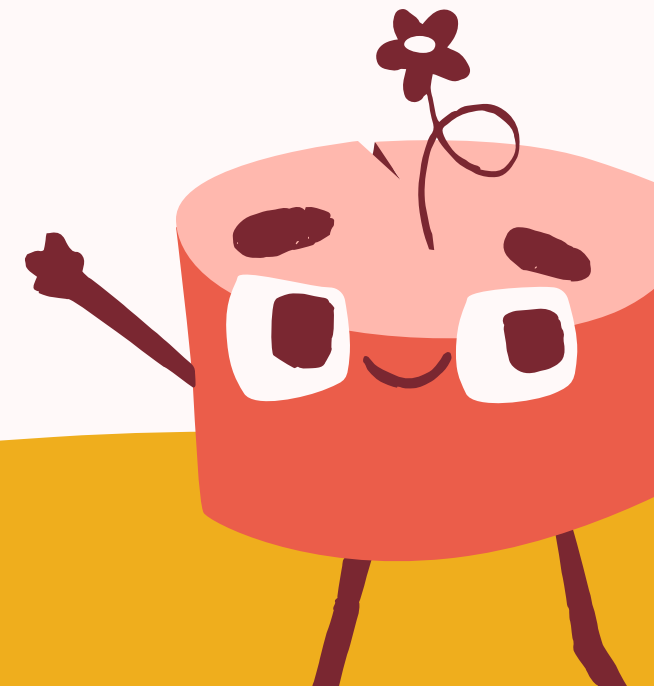pirates (group of 4 – 8 participants)
Characteristic of each group is created by participants of the group before the game starts.
When the groups are ready they present groups each other.

How to create story of your group?

Worksheet

Participants (both groups) are asked to discuss about their group and create story of groups.

Proposal for discussion:

Question 1: Values of group

Answer 1:

_____

_____

_____

_____

_____

Question 2: Believes of group

Answer 2:

_____

_____

_____

_____

_____

Question 3: Symbols of group

Answer 3:

_____

_____

_____

_____

_____

Question 4: Gods

Answer 4:

_____

_____

_____

_____

_____

Question 5: Rituals

Answer 5:

_____

_____

_____

_____

Question 6: Fears (what they are afraid of)

Answer 6:

_____

_____

_____

_____

Question 7: Desire (what they want)

Answer 7:

_____

_____

_____

_____

Question 8: Roles in the community (in group)

Answer 8:

_____

_____

_____

_____

_____

Question 9: Hierarchy of those roles.

Participants of each group pick up a card with number 1 – 5 and choose the character roles according to their position (role). No. 1 is the highest position in the group. No. 5 is the lowest position in the group.
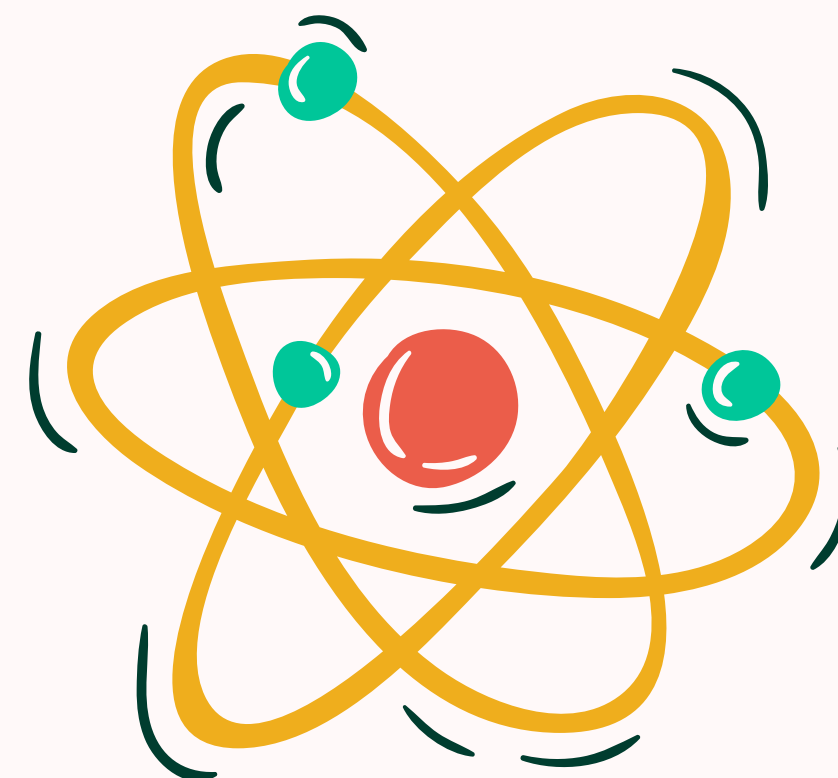
Answer 9:

_____

_____

_____

Question 10: Decision making process in their group (establishments)

Answer 10:

_____

_____

_____

_____

_____

Question 11: Trading system

Answer 11:

_____

_____

_____

_____

ATTACHMENTS

Before the game players create own characters. After creation players present characters.

How to create character:

-name

-gender

-age

-story of own life

-costume

–features (card with positive and negative features)

–features opposite to real features of participant

LARP characters features:

Each playing character choose cards with features:

2 x positive features

1 x negative feature

Each playing character choose next 3 features which are opposite participant´s feature in real life.

The sense is to challenge yourself to have opposite character than in a real life, to try out something new.

Characteristics of characters
Positive characteristics

Sympathetic

Honest

Emphatic

Thoughtful

Friendly

Easy going

Responsive

Outgoing

Features:

Warm

Talkative

Sensitive

Gentle

Patient

Interested

Helpful

Pleasant

Competences

Competitive

Clever

Willing to learn

Efficient

Skills

Proactive

Being active

Be initiative

Engaged

Giving ideas

Characteristics of characters
Negative characteristics

Cold

Disliking

Unfriendly

Unsympathetic

Cool

Mean

Sneaky

Features:

Foxy

Closed minded

Insensitive

Unsociable

Not talkative

Grumpy

Aggressive

[Non]Competences

Ingronace

Notability

Clumsy

Unable

Inefficient
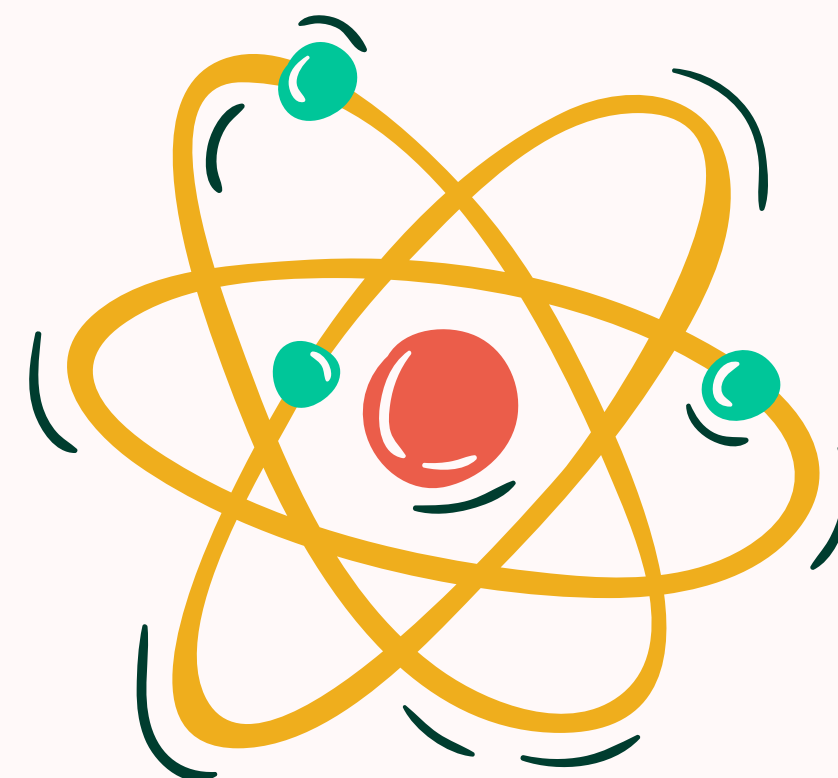
Not active

Lazy

Procrastination

Quiete

Dormant

Inactive

Sluggish

STARTING PACK

Pack for group

Directors give both groups the starting pack before the game. –each team choose 1 x field (presented by paper line). Fields were prepared by directors before the game, at the places of game.

Pack for individuals

Each participant choose own starting pack. Starting pack is set of abilities, weapons, potions, money (gold) and other things. Participants draw own sets.

From the beginning it is possible that some character´s have short weapons and it is up to character.

For ex. one starting pack of individual consist of:

1 – 2 x rum

2 – 3 x healing potions

1 – 3 x truth potions

4 – 10 x gold (pieces of gold stones)

QUEST AND TASKS

During the game there are some quest that characters should full fill. There are three groups of quest:

a) personal tasks for individuals – it is chosen by individuals in the beginning of game. It is a secret of each character.

b) group tasks for group (bandits, pirates) – it is chosen by groups in the beginning of game. It is a secret of each group.

c) main task: find a treasure (for everybody, for each group) – The group (individuals from one of group) who find a treasure is a winner of game. It is known from the beginning of the game. Directors of game said it as a rule.
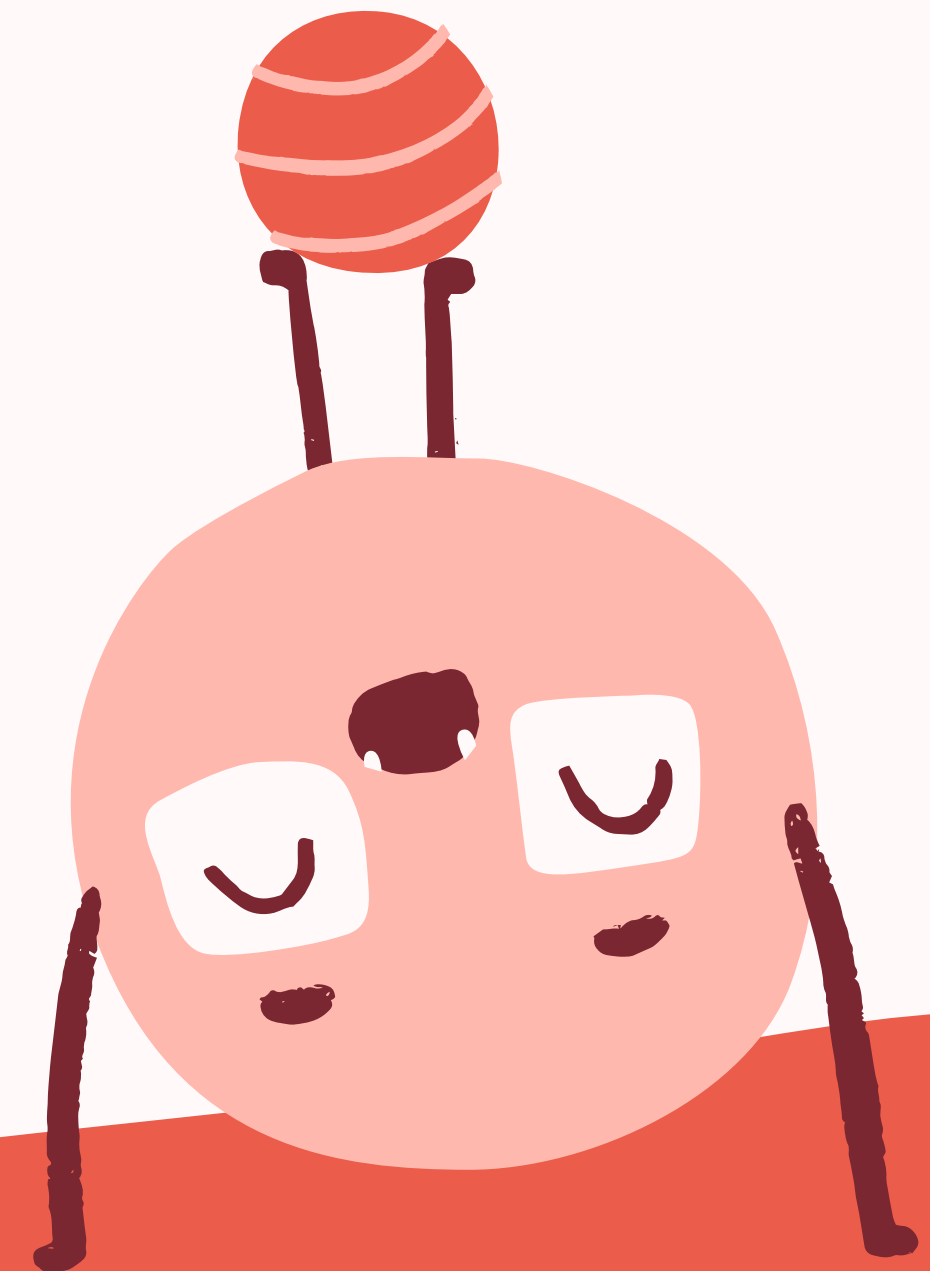
TASKS
Individual

Marry somebody from other group

Collect at least 20 stones

Marry somebody

Defeat somebody in challenge and overtake the yielding field

Call somebody for a challenge

Become the leader of your group

Betray your group

Become the leader of another group

Make new rituals and encourage your group to make them twice

Knock down somebody

Prepare a meal for one of your opponent

Kidnap somebody

Give somebody your weapon

Follow somebody from other group

Collect and don't share at least 5 spoons

Create the new group with innovative beliefs
and become the leader of that group

Collect and don't share at least 5 forks

Give all the rum from your group to another group

TASKS
Group

Main task *
(for everybody)

Have biggest amount of food
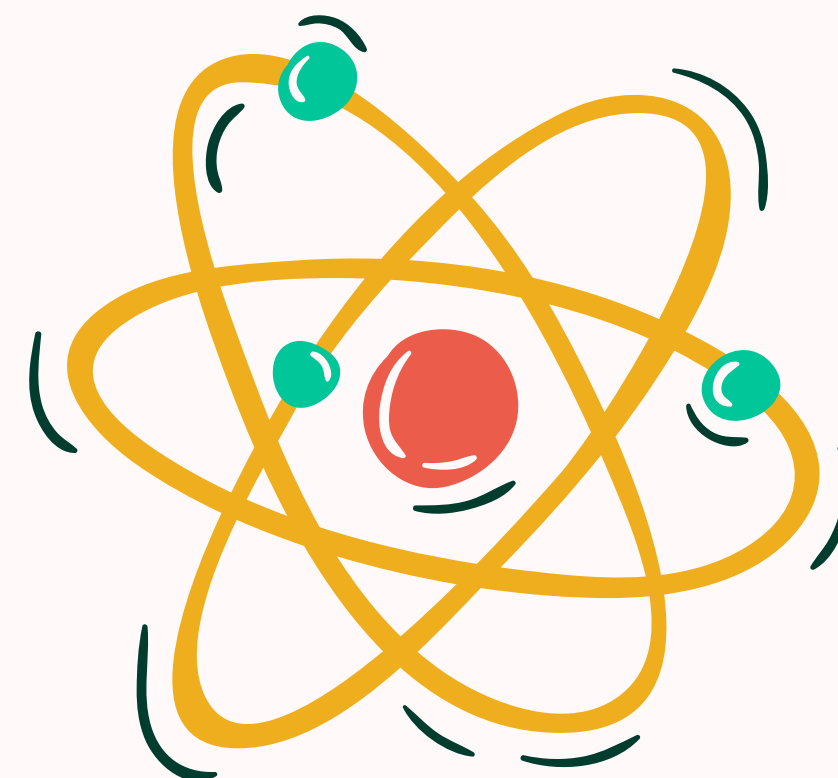
Have biggest amount of armour

Make the tavern

Organise a bazar

Make 3 challenges at the same time
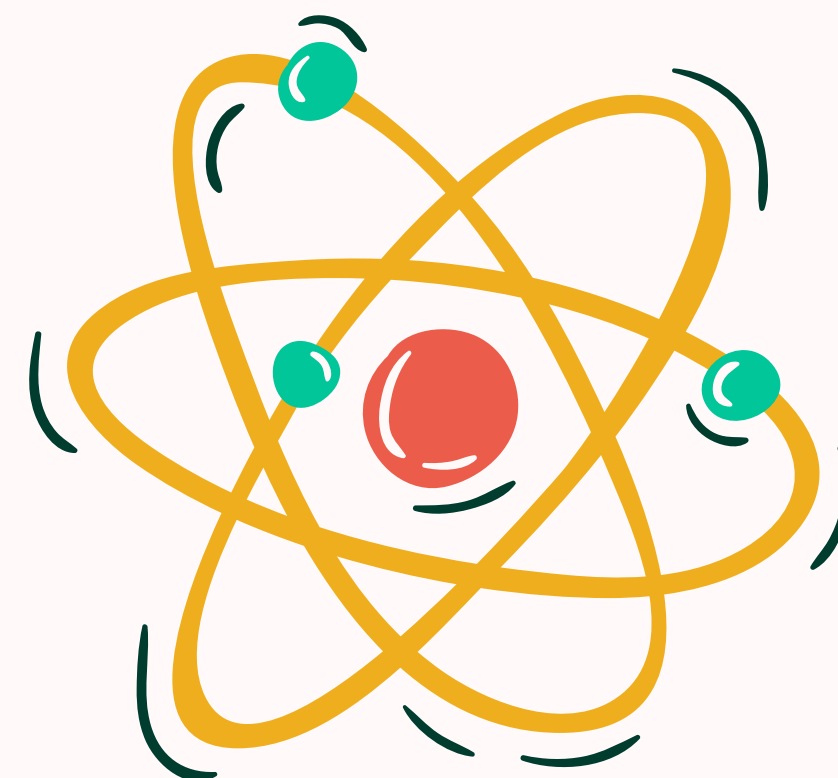
Find a treasure

RULES

The directors of game introduce rules before the game starts.
General rules:

1. Each player plays a role (drawn / selected at the very beginning of the game).

2. There are two teams – in this case Pirates and Bandits.

3. The place of game is clearly defined.

4. "Unicorn" – the player puts a hand to his forehead creating a Horn, it means that he is currently out of the game and can go to the toilet, for example.

5. Only items marked with a tape play in the game.
 – rum
– weapon
–shields
–potions
–bottles
–cooking items
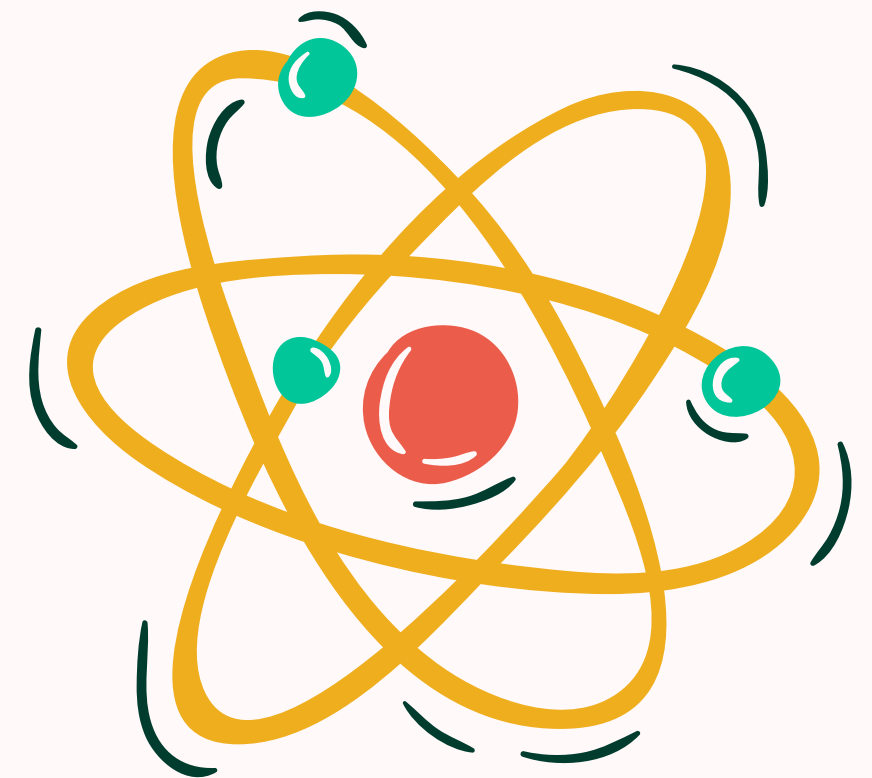
# ATTACK

1. Safety is the most important thing!

2. "Red is Red" – a password that is spoken by a player when someone violates his space, causes him pain, etc.

3. "YOLO" – the password that the player says when he wants the scene to be played more realistically.

4. "Knock down" – the password spoken by the player, grabbing the opponent's arm. When person behind touch oponent´s shoulder oponent falls down and is knock down.The opponent falls to the ground for 3–5 minutes and during this time the player can take things that the fallen opponent has.

5. "Kidnap" – kidnapping is possible in a 3:1 situation, three people from a one team (kidnappers) can kidnap one person from the opposite team.

6. Tying (Binding) with a rope – we can tie our opponent's arms and / or legs. The opponent cannot free himself, only the other person can free him.

7. "Search" / Stealing – a signal that the two players makes when they decide to search the other person and take his things (2:1 situation). It is also a signal when one person steal when one person from other team is knock down (1:1 situation).
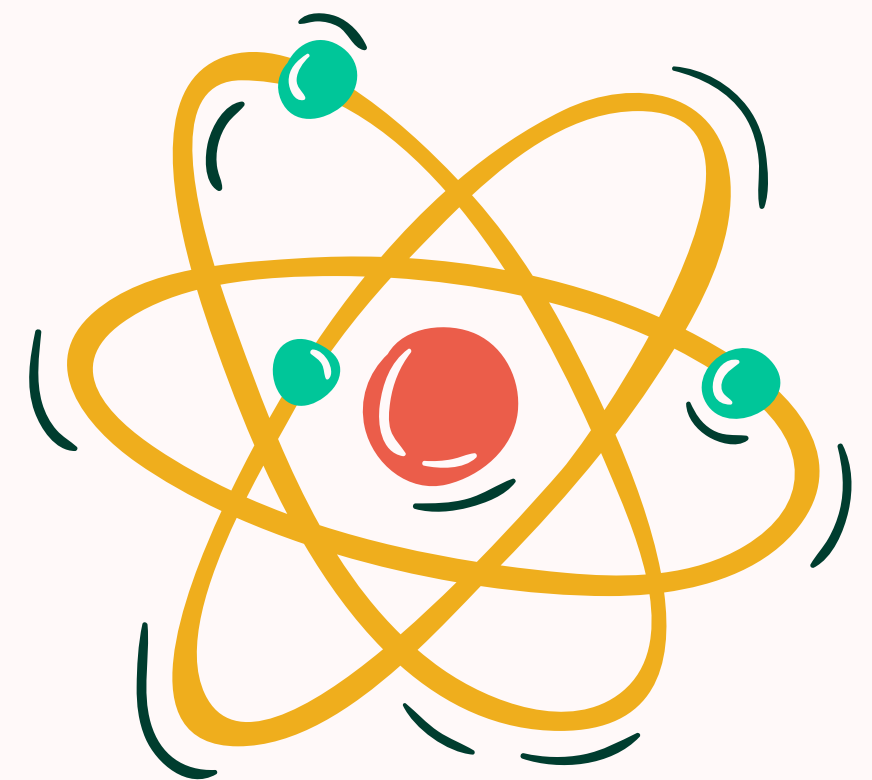
SKILLS AND COMPETENCES
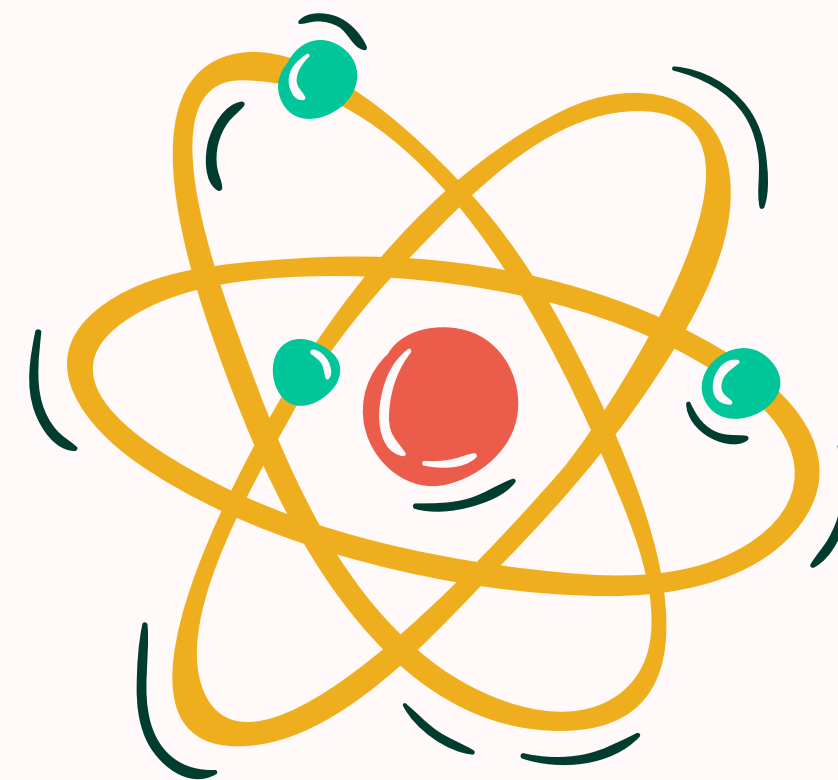
It is possible to learn seven skills:

There is specific time to receive (learn) skills.

What does mean to learn skill: During the time of learning (receiving the skills) participant does the tasks required by director (MASTER) as a character in the game.

Participant does it specific time, for ex. one hour.

After it director gives a diploma as a confirmation of new skills.

From now participant can use new skill in the game.
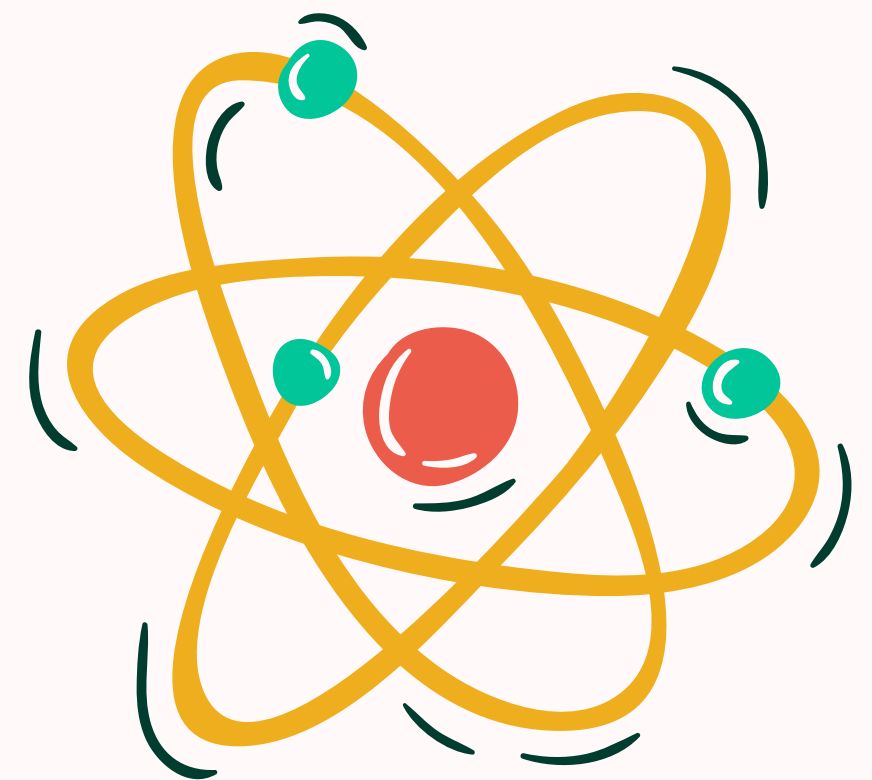
Cooking
time of learning 0:30 h

It allows player takes any cooking actions to prepare meals. When player has competence his team under his command can prepare the meals. Player will learn how to use the cooking equipment and which kind of equipment is available.

Rum production
time of learning: 1h

Players learns how to produce the rum. To make the production of rum player (his team) will need the bottles and the rum essential, both of them he or his team can trade or get from Master. The rum makes player heal/forget about the first wound.

Shield/Defense
time of learning:
I. Level – 1 h,
II. Level – next 0:30 h
(together 1:30)
Player cannot receive immidiately II. Level.

There are 2 levels:
I. level gives you protection from 1 wound. When player has shield

I. level doesn´t get first wound.

II. level gives you protection from 2 wounds. When player has shield II. level doesn't get second wound (f.e. players has shield I. level and he loses challenge 2:1, then he got only one wound)

Long swords and long weapons
time of learning: 1 h

Player can learn how to use long weapon. With this competences, during challenge and duels enemies' wounds made by long wapon would heal twice longer.

First Aid
time of learning: 1 h

With this competence player can heal people from wounds, it shorten the time of healing people 50%.

Food fields
time of learning 0:30 h

Knowledge of yielding different food. Player can learn how to grow veggies, carbs, proteins.

Wounds

From the duels and challenged a player u can get wounded. When a player has wound (1,2,3; 3 is max.) his mobility is lower: A player with 3 wounds can't move; with 2 wounds can move hardly; with 1 wound can move just back to home, because he needs to heal for time.

Time of healing:

15 min = 3 wounds

10 min = 2 wounds
// 2 level shield //

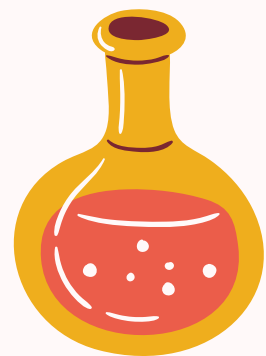5 min = 1 wound
// rum // 1 level shield //

Magic

I. level: Freez with closed eyes:
If a player has level 1 Magic skill, he can freeze everyone in the room and steal things from them (once per hour); the player receives a wand and only if he has it can cast a spell, otherwise he has Skill but cannot use Magic. During the freez all frozen players have closed eyes for 1 minute.

II. level: Freez and fight in slow motion:
If a player has level 2 Magic skill, he can inflict two wounds to all frozen people (once per hour) and at the same time steal something form them. Players make movement in slow motion.

There are three types of food fields: vegetables, carbohydrates and protein.

If the field is free, the player can take it over to get food. When a team find the ground where they can grow the food, they need to mark it and let know about it to the NCP/Master. Team can grow only the kind of food which they know how to yield (f.e. veggies, carbs, proteins).

In the event that the field is already occupied by the opposing team, the player may challenge someone from the opposing team to a duel.

At the beginning, each team draws what food they will be able to get from the field: vegetables or protein.

Obtaining carbohydrates from the field is possible after gaining cooking skills from a teacher.

Spices can be obtained from masters.

The field must be watered every 15 minutes (report to one of the masters), after 60 minutes vegetables, carbohydrates or protein will appear. Characters shold put a paper where it is written „WATER 15 min". When they have 4 papers, the plants is yeald (60 min).
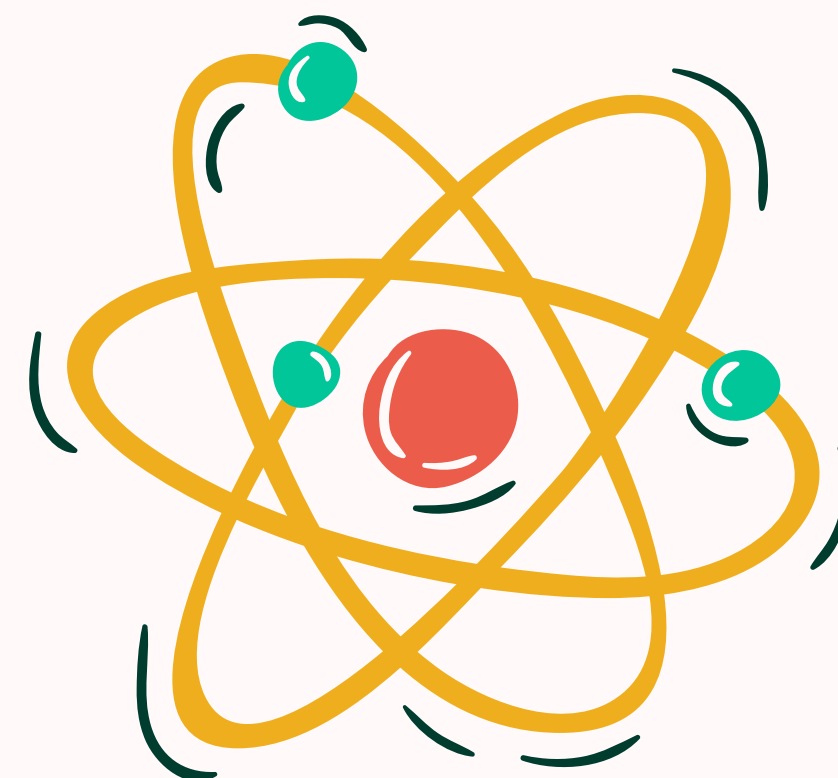
Ready-to-eat food = cooking skills + food from the field + dishes

Rum = the ability to prepare rum + bottle + syrup + water

Syrup can be obtained for a pine cone.

Food

There are two types of fights:

a) **Duel**: paper, stone, scissors : 3 wins, the opponent receives 1 wound. Pretending/acting with weapon, the winner is the person who will win 3 times paper/stone/scissors.

b) **Challenge**: sport, mind, luck:
Challenge can be done just in front of the master. Two players have to come to master snd ask for a challenge (master can ask them to pay him).

The challenge consists of 3 attempts (sport, mind, luck) order is up to the master. The luck is tossing a coin or a cube. The Mind and Sport are up to master.

– a person can win 3: O, then the opponent gets 3 wounds (3 loses = 3 wounds)

Or

– a person can win 2: 1, then the opponent gets 2 wounds and the winner has one wunds.
One person can challenge another one. The other player always has to agree .
Challenge solves big problems (f.e. fights for the food fields).

Fights takes place <u>ONLY</u> in slow motion without physical contact!

A player can get wounds while playing:
– 1 wound means that a player must rest for 10 minutes
– 2 wounds mean a player must regenerate for 25 minutes
– 3 wounds mean a player must regenerate for 40 minutes.

Wounds can be healed:
– The ability to use a shield (level I) or rum protect against 1 wound

– The ability to use a shield (level II) protects against 2 wounds

– First Aid reduces treatment time by 50%

– The ability to fight with a long sword and weapon increases the healing time of the opponent by 50%

Amulets

There are two types of amulets in the game:
– Luck: red one – brings happiness in a challenge. When a player shows it during the challenge he win the luck attempt.
– Escape: blue one – when a player shows it, it helps him to escape when he is for. ex. kidnapped.

Potions

There are potions in the game:
– Healing Potion costs 5 gold
– A Potion of Truth costs 3 gold and makes a person speak the truth for a minute
– A Sleeping Potion costs 6 gold or 1 bottle of rum and makes the player sleep for 20 minutes
– Antidote Potion costs 6 gold or 1 bottles of rum and heals from other Potions
– A Potion of Love costs 9 gold or 2 bottles of rum and causes the player to fall in love with the selected person and must help him and ask her for his opinion.

**Potions have to be destroyed after use.**
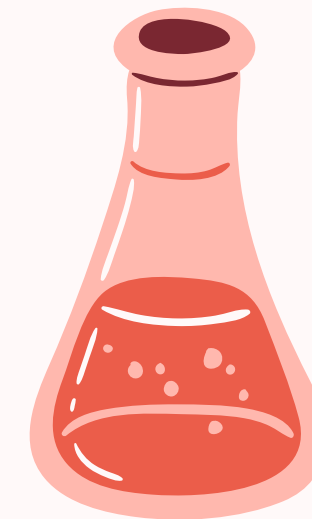
Erasmus+

The Erasmus+ programme aims to boost skills and employability, as well as modernising Education, Training, and Youth work. The seven year programme will have a budget of €14.7 billion; a 40% increase compared to spending levels between 2007 and 2013, reflecting the EU's commitment to investing in these areas. Erasmus+ will provide opportunities for over 4 million Europeans to study, train, gain work experience and volunteer abroad.

Erasmus+ will support transnational partnerships among Education, Training, and Youth institutions and organisations to foster cooperation and bridge the worlds of Education and work in order to tackle the skills gaps we are facing in Europe. It will also support national efforts to modernise Education, Training, and Youth systems. In the field of Sport, there will be support for grassroots projects and crossborder challenges such as combating match–fixing, doping, violence and racism. Erasmus+ brings together seven previous EU programmes in the fields of Education, Training, and Youth; it will for the first time provide support for Sport. As an integrated programme, Erasmus+ offers more opportunities for cooperation across the Education , Training , Youth , and Sport sectors and is easier to access than its predecessors, with simplified funding rules.
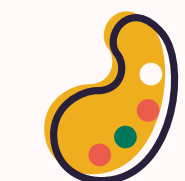
Contact us

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