

Memory Match Game

The Memory Match game is another clustering game that can be used if time allows.

Materials

- Final Headlines from Message Scavenger Hunt (assign each a number on the back)
- Tape

Process

1. Messages from Scavenger Hunt numbered and placed face down on the wall
2. Participants select two numbers and decide if messages are conceptually similar
3. Similar messages are grouped together on the message wall
4. Youth can be organized to compete in teams – whoever finds the most matches!

Simon the City Council Member Says Game

The final game, Simon the City Council Member Says, is focused on drawing conclusions from the data analysis process and using the important messages that were identified to create recommendations about how to address the issues discussed in the Photovoice narratives.

Materials

- Recommendation stems
- White notecards
- Pens/markers

Process

1. Tell participants that Simon the City Council Member is interested in recommendations for addressing local problems
 - a. For this game, some youth become city council members, and others prepare testimony to present their case using the data findings
2. Facilitators provide recommendation stems that are written on sheets of paper and placed in the center of the table to help guide recommendation creation
3. Participants individually create recommendations on index cards
4. Participants share recommendations with small group
5. Follow analysis process (games described above) to group similar recommendations and thematically label them (e.g. similar to giving them headlines)
6. Participants share condensed recommendations with the large group at mock City Council Meeting
7. The large group then works to cluster and label recommendations about future action and intervention needed in the community

Example Recommendation Stems

- Below are example stems that can be used to help participants create recommendations about the issues they identified in their communities
 - For needed programs and activities
 - *Youth/adults/local organizations could/should...*
 - For community engagement
 - *Youth are involved when...*
 - *What helps youth get involved is...*
 - *Community members get involved because...*

Rx DRUG PROBLEM EXAMPLE RECOMMENDATIONS

Parents in our community should get rid of their old prescriptions rather than storing them in the medicine cabinet at home.

Parents should store their prescriptions in a locked cabinet or where their kids won't find them.

Our community should set up a 'take back' site for adults to drop off their old prescriptions that they don't use anymore.

Our community should provide more services for youth who have drug problems because many of the current services are only for adults.

Our schools should teach kids about the dangers of using prescription drugs.

Our schools should offer anonymous help and counseling for students who have a prescription drug problem.