



DO YOU KNOW YOUR DEMOCRACY

WORLD 3 · ACTIVE CITIZENSHIP & PARTICIPATION FACILITATOR GUIDE

ABOUT THIS GAME

Do You Know Your Democracy is a competitive card game for 4–12 players (individually or in teams of 3–4). Each World is a standalone set. This guide covers World 3: Active Citizenship & Participation.

WHAT YOU NEED

- 1 set of World 3 cards (printed and cut — 45 cards total)
- 1 Score Sheet per session
- Pens or markers for each team
- Optional: small whiteboards or paper scraps for writing answers
- Optional: a timer (suggested: 60–90 seconds per question)

CARD TYPES

QUESTION (Q01–Q20)	The facilitator reads aloud. Teams choose and play their best Answer card.
ANSWER (A01–A15)	Each team holds a full set. Cards are played face-down and revealed simultaneously.
CURVEBALL (C01–C06)	Drawn between rounds. Creates twists, bonuses, and unexpected moments.
REFLECTION (R01–R04)	Used after all Question rounds to open a facilitated group discussion.

HOW TO PLAY — ROUND STRUCTURE

- Step 1 — Draw a Question card. Facilitator reads it aloud.
- Step 2 — Teams discuss and choose one Answer card from their hand. Place it face-down.
- Step 3 — All teams reveal simultaneously.
- Step 4 — Facilitator announces the correct answer and reads the feedback from this guide.
- Step 5 — +2 for correct answer. +3 if team also gives a strong verbal explanation (facilitator judges).
- Step 6 — After every 4–5 questions, draw one Curveball card and apply it.
- Step 7 — After all Question cards, use Reflection cards for group discussion.

TIMING GUIDE (60–90 MINUTE SESSION)

0–5 min	Setup, introductions, explain rules
5–20 min	Participation or Passivity? questions (Q01–Q10)
20–40 min	Breaking Barriers questions (Q11–Q16) + Curveballs
40–55 min	Choose Your Action questions (Q17–Q20)
55–65 min	Final scoring + winner announcement
65–90 min	Reflection cards + open group discussion



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ANSWER KEY — PARTICIPATION OR PASSIVITY?

Q01–Q10 · Classifying Civic Actions

Teams choose: A01 Active Participation / A02 Passive/Limited / A03 Non-participation/Disengagement

CARD	ACTION · CORRECT ANSWER · FEEDBACK
Q01	"Voting in elections" CORRECT: A01 — Active Participation Feedback: <i>Voting is a key act — but democracy continues between elections.</i>
Q02	"Signing a petition about a local issue" CORRECT: A01 — Active Participation Feedback: <i>Small actions can create collective impact.</i>
Q03	"Complaining online without taking any further action" CORRECT: A02 — Passive / Limited Feedback: <i>Expression matters — but without follow-through, impact is limited.</i>
Q04	"Ignoring political decisions because nothing ever changes" CORRECT: A03 — Non-participation Feedback: <i>Disengagement reduces democratic pressure and benefits those in power.</i>
Q05	"Joining a youth organisation or community initiative" CORRECT: A01 — Active Participation Feedback: <i>Organising with others multiplies individual influence.</i>
Q06	"Sharing information online without checking it first" CORRECT: A03 — Non-participation / Harmful Feedback: <i>Participation without responsibility can damage democracy.</i>
Q07	"Attending a public discussion or civic consultation" CORRECT: A01 — Active Participation Feedback: <i>Being present creates space for your voice in decisions that affect you.</i>
Q08	"Only following influencers for political opinions" CORRECT: A02 — Passive / Limited Feedback: <i>Consuming opinions is not the same as forming your own.</i>
Q09	"Organising a community action or local campaign" CORRECT: A01 — Active Participation Feedback: <i>Taking initiative is one of the strongest forms of participation.</i>
Q10	"Choosing not to vote or engage at all" CORRECT: A03 — Non-participation Feedback: <i>Silence allows decisions to be made without you.</i>

ANSWER KEY — BREAKING BARRIERS

Q11–Q16 · Matching Barriers to Solutions

Teams choose the Answer card with the most effective response to each participation barrier.

CARD	BARRIER · CORRECT ANSWER · FEEDBACK
Q11	"I don't understand politics." CORRECT: A04 — Accessible Education + Youth-Friendly Content Feedback: <i>Understanding is the first step to engagement. Complexity is a barrier, not a feature.</i>
Q12	"My voice doesn't matter." CORRECT: A05 — Join Collective Action Feedback: <i>Individual voices become stronger together. Groups multiply impact.</i>



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Q13	"I don't have time." CORRECT: A06 — Flexible Participation — Online Tools + Quick Actions Feedback: <i>Participation can be small — but still meaningful. Digital tools lower the entry barrier.</i>
Q14	"I'm afraid of consequences." CORRECT: A07 — Safe Spaces + Legal Protections + Anonymity Options Feedback: <i>Safety enables participation. Where it is absent, participation shrinks.</i>
Q15	"There are no opportunities near me." CORRECT: A08 — Digital Participation + Online Communities + Youth Networks Feedback: <i>Participation is no longer limited by geography.</i>
Q16	"Everything is corrupt anyway." CORRECT: A09 — Transparency Tools + Watchdog Organisations Feedback: <i>Skepticism should lead to action — not withdrawal.</i>



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ANSWER KEY — CHOOSE YOUR ACTION

Q17–Q20 · Strategic Participation Scenarios

Teams choose the most effective action. Award +2 for correct, +3 with a strong verbal explanation.

CARD	SCENARIO · CORRECT ANSWER · FEEDBACK
Q17	A local park is being removed. CORRECT: A10 — Organise Petition + Contact Municipality Feedback: <i>Local issues need organised, targeted action. Complaints without direction have limited impact.</i>
Q18	Online hate speech against a community group increases. CORRECT: A11 — Report + Respond with Facts + Support Victims Feedback: <i>Responsible action protects others and reduces harm. Escalation increases conflict.</i>
Q19	A new education reform is open for consultation. CORRECT: A12 — Join Consultation + Contact Decision-Makers Feedback: <i>Policy change requires engagement with those who hold decision-making power.</i>
Q20	You experience unfair treatment at work. CORRECT: A13 — Use Official Complaint Channels + Collective Support Feedback: <i>Structured action through legal channels creates real, durable protection.</i>

CURVEBALL CARDS — FACILITATOR NOTES

C01 — PLOT TWIST	Reveal extra context about the last question. Teams may revise. No penalty — +2 bonus if new answer is correct.
C02 — STEAL	Challenging team must correctly explain the right answer. You judge. Only then do they steal 2 points from leader.
C03 — DOUBLE DOWN	Teams commit before reveal. Strict — no hints. Correct = x2, Wrong = 0.
C04 — MINORITY REPORT	Check all answers before announcing. +4 only if exactly one team is correct.
C05 — PHONE A CITIZEN	Real outside help, 60 seconds. Models using your network as a participation resource.
C06 — CIVIC SPRINT	Teams have 30 seconds to name a real local issue AND the best first action. Judge on specificity and realism. +4 to most convincing team.

REFLECTION CARDS — POST-GAME DISCUSSION

No correct answers. Your role: keep discussion open, encourage diverse views, connect game moments to real-life participation. Suggested: 15–25 minutes.

QUESTION	FACILITATOR NOTE
R01: Have you ever wanted to participate in something civic but didn't? What stopped you?	<i>Listen for: fear, distrust, lack of knowledge, time constraints. Connect to: which barriers from Q11–Q16 appeared in real life.</i>
R02: What is the difference between complaining and participating? Where is the line?	<i>Listen for: when expression becomes action. Connect to: Q03 (complaining online) vs. Q10 (organising). Ask: what would push someone from one to the other?</i>
R03: Who in your community tends to participate the most — and who tends to be left out? Why?	<i>Listen for: patterns by age, gender, language, class. Connect to: structural barriers vs. individual choices. Avoid blame — focus on systemic design.</i>



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R04: If you could take ONE civic action in the next 30 days, what would it be?

Encourage specificity: what exactly, where, with whom. This is the bridge from game to real life. Consider writing commitments on paper — accountability matters.

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