



DO YOU KNOW YOUR DEMOCRACY

WORLD 4 · ADVOCACY & INFLUENCE

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 4: Advocacy & Influence.

WHAT YOU NEED

- 1 set of World 4 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
5–25 min	Advocacy or Not? questions (Q01–Q12)
25–45 min	Who Is Your Target? questions (Q13–Q18) + Curveballs
45–55 min	Build Your Message + Advocacy Journey (Q19–Q20)
55–65 min	Final scoring + winner announcement
65–90 min	Reflection cards + open group discussion



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ANSWER KEY — ADVOCACY OR NOT?

Q01–Q12 · Classifying Advocacy Actions

Teams choose: A01 Effective Advocacy / A02 Limited / Weak Advocacy / A03 Not Advocacy

CARD	ACTION · CORRECT ANSWER · FEEDBACK
Q01	"Meeting a decision-maker with a clear proposal" CORRECT: A01 — Effective Advocacy Feedback: <i>Direct engagement with power-holders is a core advocacy strategy.</i>
Q02	"Posting 'this is bad' — no explanation, no ask" CORRECT: A02 — Limited / Weak Advocacy Feedback: <i>Expression without direction rarely creates change.</i>
Q03	"Using evidence and data to support your argument" CORRECT: A01 — Effective Advocacy Feedback: <i>Evidence transforms a complaint into a credible, hard-to-dismiss argument.</i>
Q04	"Spreading rumours about decision-makers" CORRECT: A03 — Not Advocacy Feedback: <i>Misinformation undermines your credibility and the cause.</i>
Q05	"Organising a campaign with a clear goal and target" CORRECT: A01 — Effective Advocacy Feedback: <i>Strategic, goal-oriented campaigns are the backbone of effective advocacy.</i>
Q06	"Complaining privately to friends, taking no further action" CORRECT: A03 — Not Advocacy Feedback: <i>Private frustration without action reaches no decision-maker.</i>
Q07	"Attacking individuals publicly online" CORRECT: A03 — Not Advocacy Feedback: <i>Personal attacks damage your cause and close doors to dialogue.</i>
Q08	"Raising awareness — but with no next step" CORRECT: A02 — Limited / Weak Advocacy Feedback: <i>Awareness is a starting point, not an end point. Always ask: what should people do next?</i>
Q09	"Collaborating with organisations that share your goal" CORRECT: A01 — Effective Advocacy Feedback: <i>Coalition-building multiplies reach, credibility, and pressure.</i>
Q10	"Ignoring all available participation channels" CORRECT: A03 — Not Advocacy Feedback: <i>Disengaging from existing channels abandons the most direct tools for change.</i>
Q11	"Creating a petition with no clear target or decision-maker" CORRECT: A02 — Limited / Weak Advocacy Feedback: <i>Petitions need a specific recipient to be effective. Who is being asked to act?</i>
Q12	"Engaging media with verified facts and a clear ask" CORRECT: A01 — Effective Advocacy Feedback: <i>Media coverage with evidence and a concrete demand creates public and political pressure.</i>



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ANSWER KEY — WHO IS YOUR TARGET?

Q13–Q18 · Target Mapping

Teams choose the Answer card with the most relevant target for each issue. Award +2 correct, +3 with strong explanation.

CARD	ISSUE · CORRECT ANSWER · FEEDBACK
Q13	"Youth centre lacks funding." CORRECT: A04 — Local Municipality Feedback: Local services and funding decisions are primarily the responsibility of the municipality.
Q14	"National education policy needs to change." CORRECT: A05 — Government / Parliament Feedback: National legislation requires national-level pressure — campaigns, MPs, public consultations.
Q15	"A company is polluting the local environment." CORRECT: A06 — Company Management + Regulators Feedback: Corporate harm requires dual pressure: internal accountability and regulatory enforcement.
Q16	"Low youth participation in community decisions." CORRECT: A07 — Youth Organisations + Schools Feedback: Building participation culture starts with institutions closest to young people.
Q17	"Misinformation is spreading on major platforms." CORRECT: A08 — Media + Platforms + Citizens Feedback: Misinformation is a systemic challenge — no single actor can solve it alone.
Q18	"Public buildings inaccessible for people with disabilities." CORRECT: A09 — Public Institutions + Service Providers Feedback: Accessibility is a legal obligation — target those responsible for compliance.

ANSWER KEY — BUILD YOUR MESSAGE + ADVOCACY JOURNEY

Q19–Q20 · Message Construction and Strategic Response

CARD	QUESTION · CORRECT ANSWER · FEEDBACK
Q19	You want to advocate for better mental health support. How do you define the problem? CORRECT: A14 — Data + Reports + Real Examples Feedback: A precise, evidence-backed problem statement is the foundation of any credible advocacy message.
Q20	The municipality says they are open to discussion about the youth centre closure. What do you do? CORRECT: A13 — Present Proposal + Evidence + Community Support Feedback: When decision-makers open dialogue, come prepared. Advocacy is not only opposition — it means proposing real solutions.

ADVOCACY JOURNEY — FULL STEP-BY-STEP ANSWER KEY

Use this if you run the full Advocacy Journey scenario as an extended group exercise (Task 4 from the online game). Walk teams through all 4 steps in sequence.

STEP	BEST CHOICE · FEEDBACK
Step 1 — Your First Move	Best: Gather information about the decision. Strong advocacy starts with understanding the situation — the decision, the process, and the key actors.
Step 2 — Building Your Approach	Best: Bring together other young people and organisations. Advocacy is stronger when people act collectively with shared goals.
Step 3 — Taking Action	Best: Organised campaign + contact municipality + media. Effective advocacy combines public visibility with direct institutional pressure.



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Step 4 — Response from Decision-Makers

Best: Present clear proposal + evidence + community support. When dialogue opens, come prepared. Advocacy means proposing solutions, not only opposing decisions.

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 an advocacy resource.
C06 — ADVOCACY PITCH	Teams have 60 seconds to pitch a campaign: problem, target, one concrete action. Judge on specificity and realism. +4 to the most convincing team.

REFLECTION CARDS — POST-GAME DISCUSSION

No correct answers. Your role: keep discussion open, encourage diverse views, and bridge the game to real advocacy opportunities participants can actually pursue.

QUESTION	FACILITATOR NOTE
R01: Have you ever tried to change something in your community — and succeeded or failed? What made the difference?	<i>Listen for: strategy, relationships, timing, persistence. Connect to: what separated effective from ineffective action in the game.</i>
R02: What is the difference between advocacy and activism? Does the distinction matter?	<i>Explore: tactics (legal/disruptive), tone (collaborative/confrontational), goals. No single answer — encourage nuance and context-sensitivity.</i>
R03: Who tends to get heard by decision-makers — and who tends to be ignored? Why?	<i>Listen for: structural power, access, credibility, networks. Connect to: why collective advocacy matters more than individual voices.</i>
R04: If you were to design one advocacy campaign right now — what issue, who is the target, and what is your first step?	<i>Encourage real specificity. Consider writing commitments down. This is the bridge from the game to actual change. Follow up in future sessions if possible.</i>

