

## Title of the activity : Majority

**For who** : people aged 10 and up suggested. Suitable also for Seniors

**Duration** : Between 50 and 75 min

**Number of players** :  
Min 3, max 24.

**Place** : outside/inside

**Characteristic** :

- cheap
- transportable
- interesting

**Type of game** : card game

**Educational interest** :

- Development of curiosity, critical thinking and capacity of team building and strategies.
- Teaching in a non-formal way the importance of democratic participation in the civil society.
- Relieve of common boredom

**Materials** :

- 60-law card, 1 game board, 6pawns and 1 die.

### Goal :

Each player represents a political party. He chooses a party program and a pawn with a matching colour. Each party places its pawn in parliament. In the beginning each party have 40seats.

The game starts with the cards placed with the backside up on the game board.

Once the die is throw, the team with the highest number begins, and then each party turns

**Rules:** The asking party first takes a game card, and either uses it immediately or decides to keep it.

It can choses a law card out of its program and places the card with issue side up, so that everyone may see the issue. Then, it proposes a bill of rights, which has to be approved by the parliament and then voted by the MAJORITY, which means at least 61 seats.

(For example: an asking party that possesses 23 seats has to find 38more seats to form a majority. These 38 seats have to be found with one or more parties.)

Others parties can possess a law card with the same issue and the put it on the table making clear that they want to have their bill voted. The asking party then choses a number of parties with whom it will form a majority, in order to approve its bill.

The parties who form the majority, and who have voted the law, put the card with the backside up on the table. The parties that did not cooperate with the proposition of law put their law card back in their program.

Each party is free to choose its strategy, and so to cooperate or abstain.

An asking party that has an absolute majority does not need the support of other parties.

An asking party that cannot find a majority can still try to get them throughout a referendum.

A party that does not possess any seats cannot cooperate to make bills and/or vote them. This party can always gain seats and be back in the parliament by elections, or scandals in others parties.

Each law card has a quotation. The party that succeeds in passing a program of at least 40 points, in total, wins the match

Picture :

