Every Vote Counts

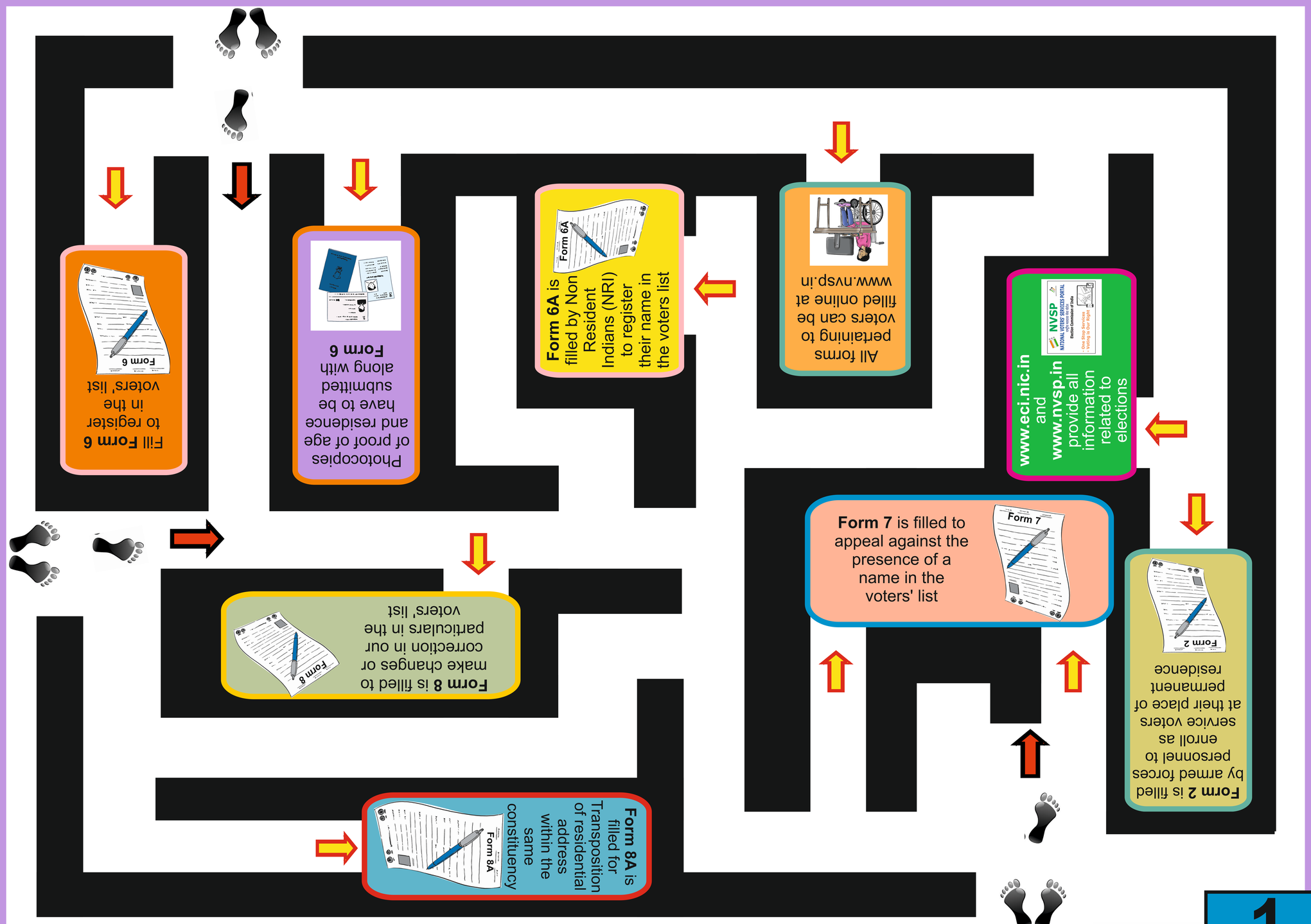
Chunav Pathshala

Election Commission of India

Voter Helpline
1800-11-1950

Find the Forms

A maze game to create awareness about electoral forms



Form 6A is filled by Non Resident Indians (NRI) to register their name in the voters list

All forms pertaining to voters can be filled online at www.nvsp.in

www.eci.nic.in and **www.nvsp.in** provide all information related to elections

Form 2 is filled by armed forces personnel to enroll as service voters at their place of permanent residence

Form 7 is filled to appeal against the presence of a name in the voters' list

Photocopies of proof of age and residence have to be submitted along with **Form 6**

Fill **Form 6** to register in the voters' list

Form 8 is filled to make changes or correction in our particulars in the voters' list

Form 8A is filled for Transposition of residential address within the same constituency

To begin playing, first read the rules

1

2

3

'Find the Forms' - This is a floor game that can be played by 3-6 players at a time. To start the game, players should spread the game on a floor with even surface. The game requires a facilitator.Players should decide amongst themselves as to who will be the game facilitator. Facilitator should read the instructions carefully and explain to the players. The players mutually decide the order in which they will take turns to play.

Instructions for playing - The players take turns to enter the maze from any of the entry points indicated by a pair of feet . Players need to find the 9 hidden messages by hopping on one leg through the maze. After finding the message, the player needs to read it aloud. In the same way the player finds and reads aloud all the messages inside the maze. Then the player can exit through any route. The facilitator conducts a discussion related to the message with all the players and bystanders. Facilitator encourages everyone to share their opinion and experiences related to the messages. Facilitator and other players can read messages for players who cannot read. The player who exits the maze after reading all the messages in the shortest time will be declared the winner. Timekeeping can be done by using a clock or by counting. The facilitator will end the game session by doing a **"3-2-1 Feedback"** 3 things that we have learnt, 2 things that we want to know more about.

Only for the Facilitator - Remember: Rules of the game can be modified and simplified by the players with mutual consent. By hanging this game on a wall, the game can also be played like a dart game.