

## **Wide game about refugees**

### **Equipment**

Wooden stakes and twine

Signs saying 'your village', 'radioactive minefield', 'over the mountains', 'the border', 'new village',

Little Bean bags and balls

Rope lots of it

Buckets x2

Tarpaulin and some pieces of wood

Three planks and two crates

A toy gun (optional)

Code cards (A-Z with corresponding symbols)

A 'code' sign you make up the words listed below using the code found at the bottom that they must encode using their code cards and have to work as a group to get access to each others codes.

Chance cards (people injured with slings, a person who cannot speak and a person with cataracts.)

Slings

Blindfolds

A soldier/ guard to help the facilitator, (who is a friend sometimes and a foe at other times)

Lose everything sheet (sheet1)

### **Stage one: lose everything**

Put the participants into families

Give them all code cards but don't tell them what they are for.

Explain that this is not an accurate representation of being a refugee because this is often a very terrible and traumatic experience. This may give them a small idea of the types of feelings and issues that refugees may encounter.

Explain that they are in their safe village but there is a war waging a few miles away.

Give them each a lose everything sheet (sheet1).

Explain that the soldiers are about to arrive and they have five minutes to individually decide what they taking with them, (three things from the list of eight)

Then put them back into the families and each family decide on three priority things they all agree on, one minute for this.

Then the boarder guard arrives and explains that they are taking away everything that they have picked, so they are left with nothing.

## **Stage Two: Radio active minefield**

Take them up to the 'radio active minefield', where 2 planks and 2 crates have been left in an open field area. Give some of them 'chance cards' and get them to read them out to the group and get people to help them put on slings and blindfolds.

Explain that they cannot cross the radioactive minefield by walking across it and instead must use the crates and planks to build a bridge across. Explain that all members must get across. As the distance is great they will have to pass planks back along the group to extend the bridge as they go along.

Explain that they are not allowed to throw the planks or crates for safety and because it will 'activate' the mines.

## **Over the mountains**

(Rope walk with blindfolds)

Explain that it is now night and blindfold everyone but two people. Explain that the only person that knows the way over the hills is one of the older people from the village and that they will lead the rest of the group. She is allowed to hold the rope round the course; the others are not allowed to hold the rope but must hold on to each other.

Some obstacles that they have to go over and some they have to go under

They have to open a 'secret door' (there is no need to make a door, just let them use their imagination), into the mountain cave and need to activate it by getting 3 bean bags each into the bucket.

They then can pass and go round to the next rope walk with some obstacles such as crates they have to step over and rope they have to go under (tell them it's a waterfall or something!)

You can swap the person who can see if you think that would help give more people a chance to have some leadership within the group, especially quieter people, you can also swap the number of people who have arms in slings by telling them that more casualties have occurred (to increase number in slings) or that the red cross have come to heal people (take slings off). This will allow you to make the game easier or harder depending on the ability of the group

Once they have finished the mountain crossing, this is a good point to have a drink break.

## **At the border**

Have the code sign you have made covered up by tarpaulin, and a rope which does not let people cross the border, and have the guard there.

Tell people that they are at the border but that they do not know the language of the new country they are about to enter. Tell them that they must use the code cards they were given at the beginning to decode what the border sign says so they can pass the border.

The sign can read something like (in code):

*In order to pass the border control line up in alphabetical order. When the border guards shouts 'halt' you must say your names in order.*

Tell them that they must say the name of the person/s who can't speak on their behalf.

The guard will then let them pass.

### **The new village**

Tell them they are now at their new village and are safe from war but do not have anywhere to live. They have 10 minutes to make a shelter that must house them all using only the tarpaulin, ropes and twine they have been given (and neighbouring trees or buildings to support these). It will then be tested for 'waterproofness' by the facilitator chucking a bucket of water over it with them inside the shelter at the end.

They can then do a written evaluation, exploring what they have learned and how they felt and or a verbal evaluation.

A verbal evaluation may be each person in turn saying 'whilst we have been together I have learned ..., I have enjoyed...'

Thank them and send them on their way!

## Refugee wide game Sheet 1

The war is approaching the little village where you live and the army will be at your village in 10 minutes.

On you own:

You have five minutes to pick three things out of this list that you want to take with you:

Water bottle

Blankets

A coat

Tins of food

Your best friend

An old relative

A bicycle

A knife

Choice:

1)

2)

3)

Now await instructions...

Chance cards

**The shock of leaving your village has meant that you are unable to speak for the rest of the game.**

**You have a fall whilst leaving the village. your arm is broken and must remain in a sling for the rest of the game**

**You are an older member of the group who has cataracts, you cannot see for the rest of the game. Put on a blindfold**

**The red cross comes to treat you, you are cured!**

## Code cards

A !

B “

C £

D \$

E %

F ^

G &

H \*

I (

J )

K \_ \_

L +

M =

N }

O ]

P {

Q [

R @

S ””

T ~ ~

U #

V ?

W //

X <

Y >

Z ...