

NAME OF ACTIVITY	LIMIT 20				TYPE	LONG FORM
FUNCTION	Understanding the nature of discrimination with participants, through their own experiences, in a guided way. Understanding inadequacy of life chances, power, discrimination and exclusion. Aim is to reveal the participants' tolerance and solidarity and to reflect about exclusion and competition.					
DESCRIPTION	We form teams of 4-5 people from the participants: we have to form a minimum of 3 teams. These teams compete for points for 10 rounds. In the 10 rounds, they have to solve simple tasks together (eg choosing a team name, drawing a logo, creating a team motto, dancing together, blowing balloons with a blindfold, etc.). After each task, a pre-established jury of at least 3 members (of which at least one must be a practice leader) evaluates and scores the work of the teams. The jury receives secret instructions from the other practice leader before the start of the exercise: randomly selecting one team in each case and scoring another in each case, for some plausible reason (e.g., there was not enough coherence). The essence of the practice is how participants react to hidden discrimination - both positive and negative - in a gameplay that is consciously manipulated in this way. How they react individually and as a team; are they changing their strategy? At the end of the gameplay, there must be time to reveal the secret and release the tension. Participants' negative experiences should be resolved and the impact of their experiences should be discussed; who brings what out of practice and how their views on discrimination have changed.					
ELIGIBLE COMPETENCIES, SKILLS, ATTITUDES	Cooperation Active presence Attention Changing strategy Spontaneous reaction Enhancement Active involvement Teamwork and group dynamics Striving to overcome stereotypes and prejudices A positive attitude to change and invention Rejection of Stereotypes					
RELATED GAME OR BACKGROUND GAME	Not recommended at the beginning of the training process. The long-format, high-difficulty activity can be played at the apex of a structured process; it is recommended that the exercise be preceded by short and other long informal activities and the strengthening of the relationship and group awareness between the participants					
FORM OF WORK	PLAYTIME	AGE GROUP	TOOL OR STARTING POINT	DIFFICULTY LEVEL (1-5)	OTHER	
Full group, divided in small groups. Min. 15 persons	180 – 220 minutes	Over 14 years of age	flipchart, cards, balloons, face paint, papers, pencils, bell, timer	5	When working with a mixed, deaf-hearing group, care should be taken to ensure that an adequate number of interpreters are present It is a recommended activity for a camp or multi-day training process, where it is important for leaders to know the competencies and workload of the participants.	