

Guidelines of Human Rights Activities for Youth Organizations

Name of organisation:
Czech Council of Children and Youth

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Compartment

Source: www.hranostaj.cz

Aims: Reflection on our stereotypes and prejudice against some groups of people

Time: less than 60 minutes

The number of players: 5-12

Age group: older children

INTRODUCTION

• „A journey from Vladivostok to Moscow via Tran Siberian railway used to last three weeks. At that time a passenger had to spend time in the compartment with the other travelers. But you were fortunate to be able to choose, who you want to have in your compartment and, thus, who you will spend that period of time with.

REALISATION

- □ Players need to choose from the list of the general human types seven individuals, who are the most acceptable for them as fellow travelers for a long journey by train. This is a team discussion, thus all players must agree on the same seven candidates. The game is conducted by a moderator, who tries to start the most intense debates about pros and cons of possible selected persons, possibly to redirect the discussion that is getting out of hand. It depends a lot on moderator's performance and abilities; therefore this task is to be done by an appropriate person.
- It is a good idea to write up a list of all the possible travelers on a big sheet of paper and to mark the names by some signs or question marks, to cross them out, etc. during the game
- □ Some examples of possible travelers:
 - □ A Romany from Ostrava
 - □ A Frenchman, who only speaks French
 - □ A Russian coming back from prison
 - □ A Ukrainian women from Kyiv suburbs
 - □ A feminist from the Netherlands
 - □ An Italian skinhead
 - □ An American on a trip
 - □ A German rapper who has a very specific lifestyle
 - □ A Romanian prostitute
 - □ An African woman selling leathers

DISCUSSION

□ The final discussion is not so necessary as for other games, because the whole activity is actually one big discussion.

NOTES

□ It is better to play this game with people, who know each other at least a bit.

Immigration office

Source: www.hranostaj.cz

Aims: A test of how much do we know about people who we regard as close to us; reflection on what people who want to become a citizen of a foreign state have to undergo.

Time: 30 minutes

The number of players: pairs

Age group: older children

INTRODUCTION

- □ The game is based on the principle used at immigration offices in case of mixed marriages. This procedure is aimed at revealing sham marriages (officers ask separately both husband and wife the same questions and then compare their answers).
- □ It would be proper to start with an interesting short scene or to play some scenes from the film “Green card”.

REALISATION

- □ Pairs are formed and each player gets two copies of the same questionnaire. You can use the immigration questionnaire (see below) or make up similar questions according to how well partners in the pairs know each other.
- □ Each player fills in the first questionnaire for himself and the second for his partner (how possibly his partner would fill it in).
- □ Later on partners exchange their questionnaires: players find out the right answers of their partners and at the same time discover, how well the other knows/ does not know them.

DISCUSSION

- □ Which question was the most difficult to answer?
- □ Did you know how to answer each question? Did you have definite answers?
- □ Did you expect your partner to answer so many questions correctly? Was there so much correct answers as you had expected, or more or less?
- □ What did you find out about others?

OPTION

- □ If you have personal capacities, you can play “more realistic” variant of the game: all answers are evaluated by a strict and merciless immigration officer.

IMMIGRATION QUESTIONNAIRE

1. Where and when did you meet each other for the first time?
2. What school do/did you study at?
3. Number and names of siblings.
4. What bus stop do you get off at?
5. The greatest experience.
6. Your favorite book.
7. Your favorite food.
8. The least favorite food.
9. The holiday of your dream.
10. What do you want to do in your life?