



## ➤➤ 2 EASY INTRODUCTORY GAMES: THE MINUTE AND THE EXCEPTION

The purpose of this games (both created by the CCFD) is to facilitate the facilitator's approach and rapport with his or her audience during a development education session, particularly when dealing with vast and/or complex subjects (development economics, global inequalities, interculturality, etc.).



### MINUTE GAME

⚡ **Public:** All numbers, all ages

👤 **Objectives:** Make youths aware that time, like other notions or things, are relative and that these representations are specific to each person, even within the same culture.

⚡ **Material:** A stopwatch or watch that displays the seconds

### RUNNING

- 🔥 Place the audience standing in a circle holding hands. Have them drop their hands, stand back from the circle to better observe with the watch/stopwatch.
- 🔥 State the following instruction: "We are going to do a test to start this session. I'm going to ask everyone to close their eyes, and when I start, everyone will count one minute (in silence), and when you have counted that time, you will open your eyes and sit in silence to observe what is happening around you."



- 🔥 Start the timer, observe and find out how long it will take the first and last person to finish counting. Note the difference.
- 🔥 Ask the first and the last to estimate their time to count one minute, then give them your timed notes. Question each other's impressions once you open your eyes.
- 🔥 Broaden the discussion somewhat by asking: "What do you think the objective of this game was (do not give the answer)? If it is difficult to free up the floor, ask again: "Detach yourself from the notion of time, and imagine that we could deal with any other data: space (measuring distances by sight), population, etc."
- 🔥 If the ideas of "representations", "prejudices", "relativity", ... are not mentioned, do not give the answer as to the objective of this game and go on with the rest of the session, to come back to it later.

#### Note:

This game can be used to introduce any session, through a simple animation, for which the theme (globalization, inequalities, development, intercultural...) will address the representations that the audience has of a situation, the world, etc.

Example of games introduced during a session by the "game of the minute": the game of the step forward, the game of world trade, the game of the world banquet, if the world were a village of 100 inhabitants, the game of chairs, ...

## EXCPETION GAME

🚫 **Public:** All numbers, all ages

👤 **Objectives:** Address the notion of group: integration, rejection, discrimination, in society/in the world / To discuss exclusion and reflect on the people in these situations

🚫 **Material:** Different colored stickers, with increasing color families. Example: one white sticker, 2 blue stickers, 3 green stickers, etc. (one sticker per participant)



## RUNNING

- ❖ Stick a sticker on the forehead of each participant: the person must not know his color
- ❖ Give the following instruction: "You are now going to form groups with those whose marker is the same color as yours. Be careful, you are not allowed to talk!"
- ❖ When all the groups are finally together, start the discussion with these few questions for example:
  - How did you feel when you met the groups of people with the same-colored stickers?
  - How did the person with the only (white) sticker feel?
  - Did you try to help each other in the groups?
  - In our society/world, who are the exceptions?

### Notes:

This game is an excellent accompaniment to the game of the minute. It can also be used as an introduction to a session dealing with group phenomena in the broadest sense, interculturality, minorities, etc.

If you know your audience, try not to stick the single-colored sticker on someone who is already on the fringe of the group, as this game will not help them...