

**Activity plan – Erasmus + Project “Refugees and frontiers: keep Europe United” –
25th October 2018**

Part One. Warm-up games

Drama games represent a mean of overcoming inhibitions and language barriers and building relationships. They can promote teamwork, spontaneity, confidence and trust.

1. Name and Ball (15')

The players stand in circle. Each of them introduces himself by saying his name and where he comes from. One player (Silvia) has a ball, she looks directly at one person in the circle (Jack). If Jack stares back at her, Silvia calls out the other player's name (Jack) and throw him gently the ball. In case Jack doesn't stare back to Silvia, she will run her eyes over the circle as fast, until she will meet someone's else eyes. It is important that the player with the ball doesn't choose in advance the person to stare at and throw the ball to and that he is sure that the person to whom he's going to throw the ball to, stares back at him. Ball throwing should be as fast as possible.

Aim of the game: this is simply a game of focus and speed, but it helps players to become part of a group and encourages them to become comfortable with using eye contact.

2. Cat and Mouse (10')

One player is “the cat”, another one is “the mouse”. Everyone else must get into pairs and find a space in the room, linking arms with their partner. The pairs are not allowed to move from their spot.

The cat's aim is to catch the mouse. In order to escape, the mouse runs around the room. If he hooks on to one of the player in a pair by linking arms with him, the player on the other end has to let go and becomes the mouse. If the mouse is caught, then the cat becomes mouse, and mouse becomes cat, so the chase changes direction.

Aim of the game: The aim is to loosen the players up physically, as the game demands speed and agility. It also promotes roles reversal and awareness skills because the players may feel never safe, as they could become the mouse at any moment.

→ This game will introduce the focus of escape and reception in a funny way.

Part Two. Focus

Exercises in small groups for the investigation of the focus and the exploration of personal feelings.

3. Stereotypes and Prejudices (25')

Participants are divided into groups according to their nationality. Groups will get into pairs (Italians/British – Spanish/Dutch). Each group must discuss separately and write down how they think people of the other nationality are and how they think people of their own nationality are (10' max). Then, the two groups compare and match up the results of discussion to find similarities and differences (5'). Afterwards a player of each group sets out the results of the comparison to the participants.

Aim of the exercise:

→ The aim is to promote awareness about stereotypes (positive and negative) and prejudices towards others

4. The Line (10')

Participants are divided into groups according to a common distinctive feature (nationality; migrants or new citizens/native; religious/atheist; from the countryside/from the city...). The facilitator draws a line on the ground and ask the participants some personal questions. Player must move across the line and stand here or there according to their answer.

Aim of the exercise:

→ The aim is to promote awareness about belonging and differences and underline the distinction between in-group (us) and out-group (them) and the factors that bring us together.

5. The warp (15')

The participants sit in circle. The facilitator put a ball of wood in the middle and ask them to tell shortly something about themselves (how they feel, a memory of the past, a suggestion, emotions that come to mind from what they have experienced during the workshop...) according to the narration of the person who has come before. The person who choose to tell their stories come and bring the ball of wood from to weave a texture.

Part Two. Feedback and remarks (45')