



Accesso to interculturality – Challenges and limits

Objectiv'interculturality game

Materials

- 5 dices
- 5 board games
- Identity cards
- Boost and obstacles cards
- Optionnal: game sheets

The pedagogical objective of the activity:

- Seeing deeper into the **limits and obstacles into accessing intercultural experiences** (and its varieties)
- Identify the relationships of domination that exist (the issue of access to intercultural experiences)
- Imagine **alternatives** and ways to overcome barriers, from an individual and collective point of view

Timing , 2h duration

Duration	Objective
15	Presentation of the activity and constitution of 5 groups (5 to 6 youth)
45	The game
25	Debrief in small group
20	Debrief in whole group



Summary of the game

It's a board game, made for 5 to 6 participants maximum.

The objective of the game : **gain the maximum of points by experiencing the maximum of intercultural experiences.**

It is :

- **a strategical game** : because they will need to decide each time the path they want to take + the intercultural experiences they wish to reach (the board is a multiple-paths-ways, not unique direction)
- **a game that reveals global and individual inequalities facing interculturality** : because they will have each of them 7 personnel characteristics (randomly drawn)
- **a game with a part of "freedom" and interpretation / debate** : each time they will fall on an "obstacle" box, they will have to decide whether they are impacted or not by the card (according to their 7 personnel characteristics)

How does the game work:

The participants :

- **will pick 1 of each 7 items of characteristics**, and imagine their "characters"
- pick an **individual token** (=jeton) (for example a ring, a pen cap, a coin...)

Where to go on the board : to the different "intercultural experiences" boxes (each = 1 point), within the imposed time of 45 minutes

How to move on the board : at each row, the participant draws the **dice (=dé)**, and moves forward the amount of squares of the dice (their characteristics can also give them other power/ constraints)

When they arrive on a "obstacle" box: each obstacle box has a *number*, the animator gives the participant the right *obstacle card* to read. The card will for example declare "*You are on your way to live an intercultural exchange in France, but you have only the Chinese vaccine which is not allowed in European Union. You cannot live this experience yet, go back at the previous corner*". ⇒ the player needs to decide whether or not he/she feels impacted by this card, according to its personnel characteristics. **There can be a debate/ discussion at the table (max 2 minutes)**. According to the decision, the player needs to move its token.

When they arrive on a "ressource" box: each ressource box has a *letter*, the animator gives the participant the right *ressource card* to read. The card will for example declare "*You were able to get vaccines thanks to a recognized vaccine by European Union*". This ressource can help them overcome next obstacles now or later.



Info:

- If the participant arrives on a new square thanks to a “ressource” or an “obstacle” card indication, this square is then considered “blank” (no action needed) if its an “obstacle”, BUT if it is a ressource, they can also receive the ressource and see if they can overcome the previous obstacle (then they can come back to the square).
- Each time we discover a new “obstacle card”, there is a debate/ discussion between the players, maximum 2 minutes.

Each player has a “game sheet”, to counts how many points he-she gets thanks to intercultural experiences + to list the different obstacles he-she faced (optionnal).

Annexes of the game

THE BOARD

See below

IDENTITY CARDS

They need to draw the cards to build your identity: one of each category

NB: needs imagination, not necessarily “realistic”, you can put yourself in the shoes of the character

GENDER and SEXUAL ORIENTAT°	ECONOMIC SITUATION	LANGUAGE	EDUCATION	ORIGIN	POLITICAL SITUATION	ADDITIONNAL
Cis-gender heterosexual man	Ultra rich You can draw twice the die each round	You speak 3 international languages, including english	You have a Master degree	White	You live in a democracy	Fear of travelling alone
Cis-gender homosexual man	Rich You can add 1 point to your dice’s score each time	You speak english	You dropped out of highschool	Latino	You live in a democracy that is a regional power	In a wheelchair
Cis-gender heterosexual women	Middle class	You speak english and french	You dropped out at the end of primary school	Asian	You live in an authoritarian State	You have family responsibilities



Cis-gender homosexual women	Middle class	You speak only your national language	You are illiterate (forgot how to read/write)	Mixed-race / origin	You live in a political and military hyper power State	You have a special diet
Transgender women	Poor You have to withdraw 1 point to your dice's score each time	You speak 3 local dialects	You are analphabetic (never been to school)	Arab	You live in a "failed State"	You have chronic disabling illness
Transgender man	Below poverty line You have to withdraw 2 point to your dice's score each time	English is your mother tongue	You have a Licence degree	Black	You live in a democracy	You have an introverted personallity

INTERCULTURAL EXPERIENCES OBJECTIVES

Are summed up on the board, but you can explain the whole sentence/ context.

- Becoming best friends with your neighbour who is from a different nationality
- Volunteer in a cultural activities association with refugees in your neighbourhood
- Do a university exchange in another country
- Spend 3 weeks holiday in a foreign country
- Do an international solidarity project abroad for the whole summer
- Exchange regularly with an international online community around common interests
- Intercultural seminar in my country with many young people of different nationalities
- Living in a university residence / international shared flat
- Participate in a cultural evening with dances, music lessons, debates, introduction to the language...
- Doing a 1 year voluntary service in a foreign country



OBSTACLES

1. You're too afraid to travel alone. **Go back at the previous intersection.**
2. You have family responsibilities and cannot leave your country that long. **Go back at the center of the board.**
3. You have chronic disabling illness that requires you to have an easy and quick access to a hospital. **Moves back 2 squares.**
4. You have an introverted personality, and needs a lot of time to get used and comfortable with a new group of people and a new culture. **Skip in the next round.**
5. You are in a wheelchair, and many countries don't have the proper facilities. You have to search for the right informations where to travel to. **Skip in the next round.**
6. You don't speak any foreign language. **Go back at the center of the board and skip in the next round, the time to learn English.**
7. You have to get a VISA to go to this country. **Skip in the next round, for having the time to apply for it. NB animator: the next round, the VISA is granted, the youth can play.**
8. You have to get a VISA to go to this country. **Skip in the next round, for having the time to apply for it. NB animator: the next round, the VISA is refused, the player needs to go back at the center of the board.**
9. You don't have the proper informations about the possibilities of mobilities and volunteering forms and contracts. **Go back at the previous intersection.**
10. You have financial difficulties and cannot realise this project after-all. **Go back at the center of the board.**
11. You don't have a lot of time to travel abroad, and it's easier for you to experience interculturality at home. **Moves back 4 squares.**
12. You have a strong ecological awareness and want to reduce your use of flights. **Moves back 3 squares.**
13. You want to go to a country, where your Sinovac vaccine isn't recognized. **Skip in the next round.**
14. You were supposed to go to a country where a political crises just exploded. **Go back at the previous intersection and change your plans.**
15. You were supposed to go to a country where a security crises just exploded. **Go back at the previous intersection and change your plans.**
16. You have strong stereotypes that prevent you from truly and deeply meeting foreign young people. **Moves back 3 squares.**
17. You were supposed to have an online intercultural meeting, but your internet connexion is low and keeps disconnecting you. **Skip in the next round.**
18. You were supposed to have an online intercultural meeting, but your parents need the only computer at the house. **Skip in the next round.**

NB animator: you can add an happening at any time you want in the game: "The COVID pandemic is back, all international borders are closed. **All players on the paths to mobility experiences skip in the next round, the others can play**".



BOOSTER / RESSOURCES

- A. You received an Erasmus scholarship. **Advance by 3 squares.**
- B. Your god-father/mother invites you in holiday in his-her country. **Go directly to the intercultural objective "Spend 3 weeks holiday in a foreign country".**
- C. Your friend tells you about his-her volunteering experience and explains you the process. **Advance by 2 squares.**
- D. You are selected for the Connexion-s project. **Pack your bags and advance 4 squares.**
- E. You finally obtained a recognized Covid vaccine. **Use it when you want.**
- F. You got a big grant for your international solidarity project abroad with your association. **Advance by 3 squares.**
- G. You have a very good internet connexion and good informatic devices. **Advance by 2 squares.**
- H. You have participated in an "training preparation to interculturality experience". **Use it when you want.**
- I. You have a super passeport that allows you to go anywhere without a Visa! **Advance by 5 squares.**



DEBRIEFING - small group

Results

Every player counts its points obtained thanks to the different intercultural experiences lived/succeeded

Feelings

A round table to allow the participant to express their feelings according to the game, still related to the "fictive" character

Reality

Discussion within the group about the experience of the game, and whether they think it corresponds to a certain reality, if they think people face the same obstacles / or benefit from the same resources or privileges.

What obstacle affected them the most, or questioned them more.

Discussions about the inequalities that it reinforces.

In option if additional time

Try to rank the different intercultural experiences according from the most impactful to the least.

1st they need to do it by themselves (1 minutes), then confront to the rest of the group, and decide together a rank. The last one = 1 point, the 2nd one = 2 points, etc...

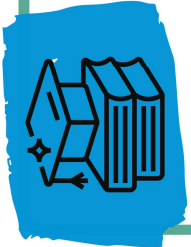
Every player needs to count again its points according to this new ranking points. Who wins now? is it the same? are there evolutions?

Alternatives

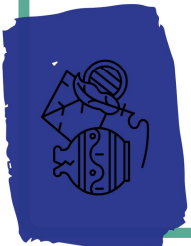
Reflexions on the alternatives, ways to address obstacles and barriers, from an individual and collective point of view

DEBRIFING - whole group

Make a circle all together. One group after the other (1 person) goes to the middle of the center, and express a possible obstacle to accessing interculturality, if people feel personally concerned they come closer to the center of the circle. We do it again with an other group, and on, until the time is over / or there is no obstacle left. **They can talk about the obstacles from the game, but any others as well!!**



**YOU HAVE A
LICENCE DEGREE**



WHITE



LATINO



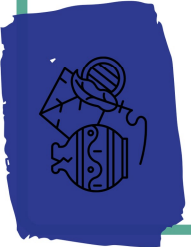
ASIAN



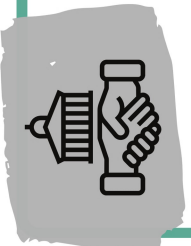
**MIXED-
RACE/
ORIGIN**



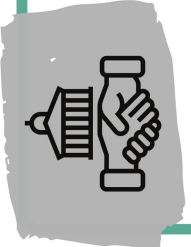
ARAB



BLACK



**YOU LIVE IN A
DEMOCRACY**



**YOU LIVE IN A
DEMOCRACY THAT
IS A REGIONAL
POWER**



YOU LIVE IN AN
AUTHORITARIAN
STATE



YOU LIVE IN A
POLITICAL AND
MILITARY HYPER
POWER STATE



YOU LIVE IN A
"FAILED STATE"



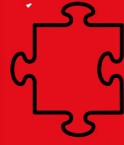
YOU LIVE IN A
DEMOCRACY



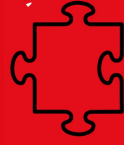
FEAR OF
TRAVELLING
ALONE



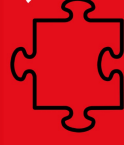
IN A WHEELCHAIR



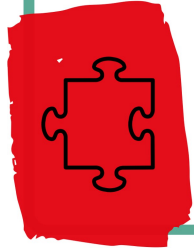
YOU HAVE FAMILY
RESPONSABILITIES



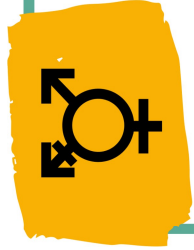
YOU HAVE A
SPECIAL DIET



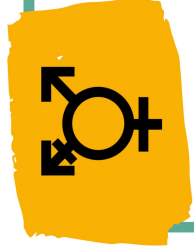
YOU HAVE
CHRONIC
DISABLING
ILLNESS



YOU HAVE AN
INTROVERTED
PERSONALITY



CIS-GENDER
HETEROSEXUAL
MAN



CIS-GENDER
HOMOSEXUAL
MAN



CIS-GENDER
HETEROSEXUAL
WOMAN



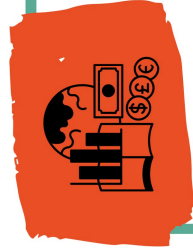
CIS-GENDER
HOMOSEXUAL
WOMAN



TRANSGENDER
MAN



TRANSGENDER
WOMAN



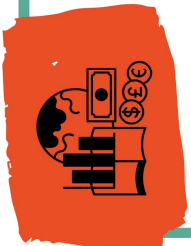
ULTRA RICH
YOU CAN DRAW
TWICE THE DIE
EACH ROUND



RICH
YOU CAN ADD 1
POINT TO YOUR
DICE'S SCORE
EACH TIME



MIDDLE CLASS



MIDDLE CLASS



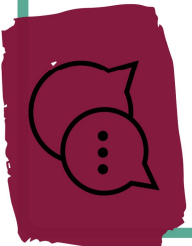
POOR

**YOU HAVE TO
WITHDRAW 1
POINT TO YOUR
DICE'S SCORE
EACH TIME**

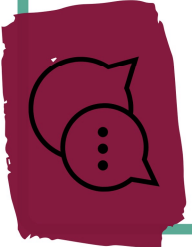


**BELOW
POVERTY LINE**

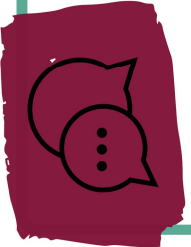
**YOU HAVE TO
WITHDRAW 2
POINT TO YOUR
DICE'S SCORE
EACH TIME**



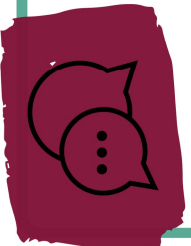
**YOU SPEAK 3
INTERNATIONAL
LANGUAGES,
INCLUDING
ENGLISH**



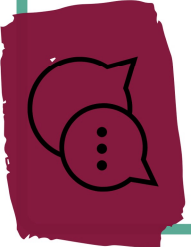
**YOU SPEAK
ENGLISH**



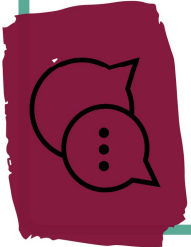
**YOU SPEAK
ENGLISH AND
FRENCH**



**YOU SPEAK ONLY
YOUR NATIONAL
LANGUAGE**



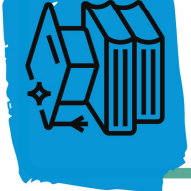
**YOU SPEAK 3
LOCAL DIALECTS**



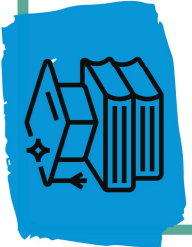
ENGLISH IS
YOUR MOTHER
TONGUE



YOU HAVE A
MASTER DEGREE



YOU DROPPED
OUT OF
HIGHSCHOOL



YOU DROPPED
OUT AT THE END
OF PRIMARY
SCHOOL



YOU ARE
ILLITERATE
(FORGOT HOW
TO
READ/WRITE)



YOU ARE
ANALPHABETIC
(NEVER BEEN TO
SCHOOL)

4

YOU HAVE AN INTROVERTED PERSONALITY, AND NEEDS A LOT OF TIME TO GET USED AND COMFORTABLE WITH A NEW GROUP OF PEOPLE AND A NEW CULTURE.

SKIP IN THE NEXT ROUND.



6

YOU DON'T SPEAK ANY FOREIGN LANGAGE.

GO BACK AT THE CENTER OF THE BOARD AND SKIP IN THE NEXT ROUND, THE TIME TO LEARN ENGLISH.



3

YOU HAVE CHRONIC DISABLING ILLNESS THAT REQUIRES YOU TO HAVE AN EASY AND QUICK ACCESS TO AN HOSPITAL.

MOVES BACK 2 SQUARES.



5

YOU ARE IN A WHEELCHAIR, AND MANY COUNTRIES DON'T HAVE THE PROPER FACILITIES. YOU HAVE TO SEARCH FOR THE RIGHT INFORMATIONS WHERE TO TRAVEL TO.

SKIP IN THE NEXT ROUND.



8

**YOU HAVE TO GET A VISA
TO GO TO THIS COUNTRY.
SKIP IN THE NEXT ROUND,
FOR HAVING THE TIME TO
APPLY FOR IT.**



10

**YOU HAVE FINANCIAL
DIFFICULTIES AND CANNOT
REALISE THIS PROJECT AFTER-
ALL.
GO BACK AT THE CENTER OF
THE BOARD.**



7

**YOU HAVE TO GET A VISA
TO GO TO THIS COUNTRY.
SKIP IN THE NEXT ROUND,
FOR HAVING THE TIME TO
APPLY FOR IT.**



9

**YOU DON'T HAVE THE PROPER
INFORMATIONS ABOUT THE
POSSIBILITIES OF MOBILITIES
AND VOLUNTEERING FORMS AND
CONTRACTS. GO BACK AT THE
PREVIOUS INTERSECTION.**



12

**YOU HAVE A STRONG
ECOLOGICAL AWARENESS AND
WANT TO REDUCE YOUR USE OF
FLIGHTS.**

MOVES BACK 3 SQUARES.

connexions
توصيات

14

**YOU WERE SUPPOSED TO GO TO A
COUNTRY WHERE A POLITICAL
CRISES JUST EXPLODED.**

**GO BACK AT THE PREVIOUS
INTERSECTION AND CHANGE YOUR
PLANS.**

connexions
توصيات

11

**YOU DON'T HAVE A LOT OF
TIME TO TRAVEL ABROAD, AND
IT'S EASIER FOR YOU TO
EXPERIENCE INTERCULTURALITY
AT HOME.**

MOVES BACK 4 SQUARES.

connexions
توصيات

13

**YOU WANT TO GO TO A
COUNTRY, WHERE YOUR
SINOVAC VACCINE ISN'T
RECOGNIZED.**

SKIP IN THE NEXT ROUND.

connexions
توصيات

16

**YOU HAVE STRONG STEREOTYPES
THAT PREVENT YOU FROM
TRULY AND DEEPLY MEETING
FOREIGN YOUNG PEOPLE.
MOVES BACK 3 SQUARES.**



18

**YOU WERE SUPPOSED TO HAVE
AN ONLINE INTERCULTURAL
MEETING, BUT YOUR PARENTS
NEED THE ONLY COMPUTER AT
THE HOUSE.
SKIP IN THE NEXT ROUND.**



15

**YOU WERE SUPPOSED TO GO TO
A COUNTRY WHERE A SECURITY
CRISES JUST EXPLODED.
GO BACK AT THE PREVIOUS
INTERSECTION AND CHANGE
YOUR PLANS.**



17

**YOU WERE SUPPOSED TO HAVE
AN ONLINE INTERCULTURAL
MEETING, BUT YOUR INTERNET
CONNEXION IS LOW AND KEEPS
DECONNECTING YOU.
SKIP IN THE NEXT ROUND.**



B

**YOUR GOD-FATHER/MOTHER
INVITES YOU IN HOLIDAY IN
HIS-HER COUNTRY.**

**GO DIRECTLY TO THE
INTERCULTURAL OBJECTIVE "SPEND
3 WEEKS HOLIDAY IN A FOREIGN
COUNTRY".**



D

**YOU ARE SELECTED FOR
THE CONNEXION-S
PROJECT.**

**PACK YOUR BAGS AND
ADVANCE 4 SQUARES.**



A

**YOU RECEIVED
AN ERASMUS
SCHOLARSHIP.**

ADVANCE BY 3 SQUARES.



C

**YOUR FRIEND TELLS YOU
ABOUT HIS-HER VOLUNTEERING
EXPERIENCE AND EXPLAINS
YOU THE PROCESS.**

ADVANCE BY 2 SQUARES.



F

**YOU GOT A BIG GRANT FOR
YOUR INTERNATIONAL
SOLIDARITY PROJECT ABROAD
WITH YOUR ASSOCIATION.**

ADVANCE BY 3 SQUARES.



H

**YOU HAVE PARTICIPATED IN
AN "TRAINING PREPARATION
TO INTERCULTURALITY
EXPERIENCE".**

USE IT WHEN YOU WANT.



E

**YOU FINALLY OBTAINED
A RECOGNIZED COVID
VACCINE.**

USE IT WHEN YOU WANT.



G

**YOU HAVE A VERY GOOD
INTERNET CONNEXION AND
GOOD INFORMATIC DEVICES.**

ADVANCE BY 2 SQUARES.



1

**YOU'RE TOO FEAR TO
TRAVEL ALONE.
GO BACK AT THE
PREVIOUS INTERSECTION.**



I

**YOU HAVE A SUPER
PASSEPORT THAT ALLOWS
YOU TO GO ANYWHERE
WITHOUT A VISA!
ADVANCE BY 5 SQUARES.**



2

**YOU HAVE FAMILY
RESPONSIBILITIES AND
CANNOT LEAVE YOUR COUNTRY
THAT LONG.
GO BACK AT THE CENTER OF
THE BOARD.**





connexion's
 ترباط
 تربط

INTERCULTURAL
 SEMINAR IN
 MY COUNTRY

VOLUNTEERING
 FOR REFUGEES

BEST FRIEND
 WITH
 FOREIGNER

UNIVERSITY
 EXCHANGE

ONLINE
 COMMUNITY
 ECHANGES

3 WEEKS
 HOLIDAYS
 ABROAD

INTERNATIONAL
 SOLIDARITY
 PROJECT

INTERNATIONAL
 FLATSHARE

TYPICAL
 CULTUREL
 EVENING

1 YEAR
 VOLUNTEERING
 ABROAD

6

16

16

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