

IV.8. LAZYHILL ON THE MOVE

Role playing exercise to learn about social change

THEMES: Conflict Resolution, Citizenship, Environment, Inclusion, Human Rights

Group Size – 15 to 25

Complexity 3

Age Range 16 to 30 years

Time 240 minutes

OVERVIEW

This exercise will help develop understanding in a number of key themes. Participants will take up various roles in a fantasy town and come up with a project in order to get the town active for an event called Move Week

OBJECTIVES

- To use sport as a tool to achieve learning and social change in the community.
- To gain understanding of working in partnership.
- To understand the roles different people play in society.

MATERIALS

- Access to an area in order to carry out the community activity
- Access to sports equipment
- Access to the internet
- Paper, Pens, Card, Flipcharts
- Role Cards for participants

PREPARATION

Select 4/6 of the group who will take the place of the people who are in charge of the two organisations.

Prepare the roles of the group in little cards.

Issue the instructions to the group to read and also read it as a group

Explain to the group that they must each choose a role card and this is the identity they must undertake for the duration of the exercise.

Explain to the group that they must implement the project after 180 minutes and the project should last no longer than 60 minutes in total.

Have debriefing questions ready for the end of the activity

INSTRUCTIONS

You all live in a town called Lazyhill somewhere in Europe. In Lazyhill there is a sport for all organisation NGO called YesWeRun that is run by a bunch of sport loving young people. They heard of a European movement called Move Week which is inspiring Europeans to do more sports and physical activities for health and social-economic benefits using methodology of education through sport.

There is also a youth organisation called DreamRiders that is working with young people in the neighbourhood. They are working with young people with fewer opportunities (especially local minority groups). There are many prejudices about the local minority people, and there is a clear problem of not being able to create a multicultural coexistence.

The two organisations decide to work together and make a project that will involve different groups of young people. Their challenge is to create a realistic project that is ready by the Move Week.

INSTRUCTIONS

Your task is to plan and implement this project (which should be maximum one hour) with the following elements:

- You must use sport as a tool to achieve learning and social change in the community
- You work together with the other NGO.
- You involve young volunteers in the preparations and implementation.
- You must get the necessary funds for your project.
- You run the activity!

For preparations you can work for three hours and you shall organise the activity for one hour. The Move Week finishes after four hours, so all activities will stop at that moment.

Other organisations that you can cooperate with, you can find them in the devoted space/room. You do not leave this space!

- Local municipality of Lazyhill
- Local newspaper
- Youth in Action Office
- Local sport club with facilities
- A secondary schools with young people
- A sport management college with students
- A private gym
- A local company trading with sport clothes and equipment
- A health centre

During preparations you can use the Internet, you can send emails and you can organise meetings. When you announce that the activity is about to start all participants, including the team becomes participants of the action that you organise.

DEBRIEF AND EVALUATION

- How did the participants find the activity?
- How did your role make you feel?
- What roles were used and which were successful and which were not?
- Who had the most important role?
- Why was it the most important role?
- Can sport make a social change in a community?

TIPS FOR FACILITATORS

- Allow the participants to find their own way in this task.
- Avoid interfering and do not guide the outcome in any way.

ADDITIONAL INFORMATION

Role Cards

YesWeRun Organisation activist	YesWeRun Organisation activist
YesWeRun Organisation activist	DreamRiders activist
DreamRiders activist	DreamRiders activist
Head of Department of Youth and Sports at the municipality of Lazyhill	Journalist at the local newspaper called Lazymail
Sport doctor at the local health centre	Owner of the local gym called Spartacus
Head of the Youth in Action Office	Sport trainer at the Spartacus sport club
Director of the Secondary School	Head of sport for all department at the College
Owner of the sport clothes and equipment trading company	Student in secondary
Student in secondary	Student in secondary
Student of sport management at College	Student of sport management at college
Student of sport management at College	Student of sport management at College
Minority young person hanging out on the street	Minority young person hanging out on the street
Minority young person hanging out on the street	Minority young person hanging out on the street