



„On the Road with Migrants” Guidelines for facilitators

General information

The facilitator has a key role, the responsibility of making sure that the simulation activity runs smoothly and that participants understand and respect the rules. But that's not all. Part of the simulation activity is dependent on the facilitator's reading cards that are rich in information, and it is up to the facilitator to enliven the simulation activity and impart a dynamic rhythm, creating the conditions needed for the players to truly assimilate their character. This is extremely important.

Bare in mind: This is NOT an interactive activity as such!! Every player is on his/her own journey. The journeys do not meet or interact.

You don't need to comment any of the activities of the characters. The stories are the way they are on purpose and we do not have answers and/or reasons for the decisions made by the characters. Tell your participants to accept their route as it is. Refugees frequently have to do the same.

Thus the facilitator should:

- Be alert when the players are introducing their characters so that they do not forget important information. The facilitator can ask questions, so it is important to know and keep in mind each of the characters. – **BUT** there is also a special card for each character which provides you with an overview of all the steps this character takes, the money and mood points he/she loses and gains
- Ask the player when it is his or her turn where she/he is at in the journey.
- Keep the quiz, Flash Infos, and negotiations with smugglers lively and fun...
- Make sure that the players have truly understood the various pieces of information that they are given.
- Try to make a connection between the journeys undertaken by the characters (for example, certain Flash infos or quiz questions may affect several characters.)
- Pay attention to **the teams of two**, and how they are composed. Playing in pairs allows more players to participate, but even more importantly encourages mutual assistance. It also allows people to participate who may be uncomfortable in reading or not know how to read the information on the cards.
- Pay attention to the gains and losses of mood points and money by the characters and be prepared to hand out or take back these cards and bills. To best prepare yourself to facilitate the simulation activity it is a good idea to play it at least once beforehand!



The rules of the simulation activity!

Objective of the simulation activity: Put yourself in the skin of your character. You are leaving your own country to go to the country where you would like to be.

A bonus if you arrive at your destination with as many morale points as possible.

The number of players: for each simulation activity board: 1 facilitator along with 2 to 8 players.

Each character may be played alone or by a pair of players.

Playing the simulation activity

Step one:

Set the simulation activity board. Each player or team chooses a character (red, blue, purple, yellow and if necessary green) and gets their character's token, profile, and a matching colored set of numbered cards*. Playing this activity with participants who work at universities you should include the purple and yellow character as they are people with an academic background.

*Note: You as the facilitator keep the special "quiz" cards, until a player needs them. Then you read the "quiz" cards, each of which contains a question to be asked of the player. Likewise you keep the banknotes and the mood points, which you distribute or take back in the course of the simulation activity, as well as the "flash info", which you will read aloud when the players land on "flash info".

Each player places his or her cards face-down in a pile in front of him- or herself, so the events card #1 will be on top of the pile.

Attention:

Each route starts a different point in time. Therefore, it is important that players also read the date of each card. They should also read the colored information to the other participants.

Starting the simulation activity:

Each player silently reads the profile of his or her character and places the character's token on the square indicated. The facilitator allows 5 minutes for reading the profiles. Once each player has digested the story, you will ask each player to briefly present his or her character to the others, taking care to speak in the first-person singular, for example, "My name is Natacha, I live in Chechenia, and I want to leave my country because..." If the character starts out with mood points and/or money the players will receive this from you.

Following the introductions, each player throws the dice. The one who scores the lowest will begin! He or she will read aloud card #1. Players take turns going clockwise. At each turn, the instructions to follow are shown on the bottom of the card.

Good luck!



Managing the squares and the playing cards:

Mood points: (small green buttons)

Mood points emphasize the high and low levels of morale, meaning psychological well-being (higher or lower spirits). Even if they don't influence the progress of the character on the board, they serve as indicators of his/her mood. It is the role of the facilitator to collect or distribute mood points won or lost by the players during their journey. **When a player has no mood points left**, he or she receives moral support from his or her two neighbours (who hold his/her hand or put an arm on his/her shoulder) for one round. There is an instruction on the cards for this saying "**Stick together**". After the end of that round, the player **receives one mood point**. Don't forget to do this!

Flash info:

The flash info provides supplementary information to the players, so they can better learn about the context and the geographical area in which their character develops. The players will find that on certain cards "Flash info" is mentioned, followed by the theme in question. They should ask the facilitator to read them this information aloud. All flash infos are arranged by geographical area on one or several sheets, which the facilitator will have at hand throughout the simulation activity.

Quiz cards:

When a player lands on a quiz square, he or she must respond to a question, which will be read by the facilitator, and then will advance to the next square. The questions will be put to the player or the partner team. The other players may comment if they wish to do so, but it is only the response of the player(s) who are questioned that counts.

Short version! If the conditions for facilitating the simulation activity in the way it is presented here are not available (lack of space, short time period, random arrival of participants...), it is possible to let individuals play the simulation activity alone. In this case, each player lives his journey in his own space, without hearing what's happening to the other players. We have tested this approach and we know that it works well.

Source: Original training package by Secours Catholique <https://www.secours-catholique.org/>

Debriefing

- Tell participants to step out of the simulation activity!
- Then ask the following questions:
 - What was this experience like for you? How do you feel?
 - Describe what happened to your character: How did he/she start off? How did he/she end? Did he/she change during the journey?
 - What did the journey do to you?
 - What have you learned from this activity?
 - Identify some "lessons learned" for your work! How can this activity help you in your daily life (work and private life)? Which transfer can be made into your work?