

In the shoes of the Migrants

Facilitator's Guide





This game is based on the game 'Parcours de migrants', created by La Cimade, a French NGO, in order to raise awareness and knowledge about migrations and asylum seeking in France.

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Foreword

The 15th European Guide and Scout Conference has requested the European Guide and Scout Regions to support and connect the Member Organisations (MOs) and National Scout Organisations (NSOs) in playing an active role in the current migrant and refugee situation in Europe.

Our “Human Rights and Refugees” working group has created this game, believing that if you want to get active, getting informed is the first step before taking action. More precisely, this game is mainly aimed at:

- Helping scouts and guides to acquire knowledge of the phenomenon. In order to develop a critical opinion about the issue, it is essential for them to debunk myths and clichés and to confront the facts. They need to be informed about the difficult situations that may force people to escape, the steps that migrants have to take and the obstacle that they may have to face in order to find safety.
- Raising awareness about the current migrant and refugee situation. Hopefully, by the end of the game the players will empathise with the characters, make an opinion about whether their rights are protected or denied and whether or not the protection system works. They will also start to think about what the public authorities, the local communities and themselves can do to ensure that migrants’ rights are fully respected.

Scouting and Guiding, as an educational movement, can offer a great framework to work towards the inclusion of migrants in Europe, but it is important that all boy and girl scouts get informed and get competent, before getting active, with the help of partners already active in that field !

Joana, Marine, Irene, Andreas, Nicoló, Petra
Human Rights and Refugees WOSM-WAGGGS Joint Working Group



Rules

In the shoes of the Migrants

Before the Game

Material

1. One board
2. Pawns (one/character)
3. One dice
4. Cards:
 - Question and True or False cards
 - Debate cards
 - Character cards
 - Procedure cards
 - Blank cards (that you can fill up with other questions or debate topic)
 - Journey Diary (a blank notebook or some blank sheets of paper - 1/character)

Characters

Mohamed, Somalia

[refugee – persecution on the ground of race]

Amina, Nigeria

[refugee – persecution on the ground of religion]

Issa, Mali

[climate change, poverty – no legal protection]

Maya, Syria

[subsidiary protection – indiscriminate violence]

Semelo, Guinea

[refugee – persecution on the ground of membership of a particular social group]

Before Starting

The facilitator asks the participants if they have an idea of the different categories of migrants, and in particular of the ones in need of international protection.

After one/two minutes of discussion, the facilitator shows the definitions (see file “Definitions”) so that everyone can check their knowledge of the key terms that will be needed for playing the rest of the game.

INSTALLATION

According to the number and the age of participants, the facilitator(s) should adapt the installation of the game:

- If there are few participants, each one takes 1 character: when they land on a particular square, all the participants will focus on that content;
- If there are a lot of participants, they can play in teams. In that case, when they fall on a specific square, the team will have its own debate, etc. The ideal is to have several facilitators that can each organise the debate / ask questions to the team concerned, etc. and can control the duration of the debate. During that time, the other teams keep playing.

Each team draws a character card and plays in the shoes of that character for all the game. One person per team reads the card (so that everyone knows the identity of all the teams) and the facilitator marks a sign on the map (a big placard with a world map) in correspondence to the country of every team's character.

At the beginning, all the pawns are placed in front of the Departure square. The facilitator explains that the characters (the teams) are going to face a journey to try to reach Europe and get their status (refugee/subsidiary protection) and they can move on the board by rolling the dice. In some squares, something will happen to their characters; in some others, they will be asked questions or will be introduced to a debate or will be asked to share or comment some stories. Each character / team will be given a pencil and a Journey Diary to keep tracks of his/her journey (see below).

END OF THE GAME

At the end of the game, each character will probably be at a different step of its path. More importantly, each character will have followed a specific path, with different obstacles, etc.

One piece of advice is to keep 20 to 30 minutes at the end of the session to ask the players what their reactions are and what they will keep in mind, how they felt about the different stories, about the obstacles they have encountered with their characters. The facilitator will also stimulate the debate by asking them if they agree with the system, if they have found shortcomings in the procedure, if something different can be done to protect migrants' rights.

Suggestion: is the Dublin procedure fair? Should EU countries give protection also to different categories of migrants? Even though a climate change migrant doesn't suffer from persecution nor flees conflicts, isn't he exposed to violation of his dignity and freedom, because of hunger and poverty? Please note that there are no right and wrong answers: the point is encouraging the participants to reason about the issue and share their own opinions.

Suggestion: Now that you played in the shoes of a migrant, it's your turn to engage in activities with refugees, or to integrate refugees in your own scout / guide group! Look at the Follow-up document "Welcoming Refugee - Now it's your turn", it is full of ideas, advices and materials regarding what can be done, as scouts and guides, at your local group or National Scout Organisation or Member Organisation level.

Please, feel free to adapt the game to your team's needs!

Squares

Procedure Cards

MOVES

The teams start to move, one by one. There are four big blue squares on the board that are mandatory for everybody. Indeed, they correspond to different steps of a migrant's journey that always happen: Border, Arrival, Application and if the application is rejected: Appeal. If any team reaches one of these 4 big squares, no matter which number appeared on the dice (ex. No matter if the number is 6, but the team reaches the square already at 5), it must stop there and pick one of the procedure cards. On the contrary, all the other squares will follow the punctuation on the dice : you don't have to stop on any other square.

Border

When a character lands in the Border square, it picks a card between:

- You cross the border legally, thanks to a humanitarian visa: continue your journey [The facilitator should tell the participants that EU countries rarely grant this kind of visa: most migrants are forced to cross illegally...you have been lucky!]
- You cross the border legally as a student / tourist with a student / tourist visa, granted by one of the EU member state. The residence permit is about to expire.
- You cross the border illegally, thanks to a smuggler: continue your journey
- You don't manage to cross the border: go back to your departure (departure square)
- You get caught at the border while crossing illegally and are sent to an administrative detention centre [to see what happen when you are in the administrative detention center, see below in the "Special square" section]

Don't forget to register in your Journey Diary what happened to you during your journey (in particular at the Border): the goal of the journey diary is to help players remember the steps of their journey (ex: did they get a visa ? did they cross the border legally or not? That information is likely to have consequences on the next steps of their journey).

Arrival

When a character lands in the Arrival square, he/she can pick one of the following cards:

- You ask for international protection and are sent to an overcrowded camp. Facilities are insufficient. Your application takes a long time to be examined. Take the long path to the step "Application" [After the square Arrival, there are two paths, one longer than the other one]
- You ask for international protection and are hosted in an asylum seekers centre. You can benefit from the assistance of NGOs. You have your claim examined quickly. Take the short path to step "Application"
- You are about to ask for international protection ...but you get caught in a trafficking organisation. Take the long path to the step "Application"

- The police do not accept to register your asylum application : you are sent to the administrative detention centre [The police have an obligation to register the asylum claim of any migrant arriving in Europe wishing to get asylum there - in practice however, we sometimes observe that the police does not register this claim as being recognised as an asylum seeker enable being in a temporary regular situation] [to see what happen when you are in the administrative detention center, see below in the “Special square” section]
- Did you enter legally in Europe when you were on the Border square ? If so, take the short path to the Application square; if not, take the long path.

Again, don't forget to mention what happened in your Journey Diary.

Application

Pick a card:

- Your application has been examined. You finally got the status! End of the journey. If you are Issa, please take another card. [All characters, but Issa from Mali, can obtain this card: if he picks it, he has to change card]
- Your request has been refused. But you lodge an appeal to the court. Continue your journey
- Your request has been refused. The legal time limit to lodge an appeal to that decision is really short, as a consequence you miss the opportunity for appealing the decision. You are sent to an administrative detention center, for the administration to organise your way back to your country of origin. [to see what happen when you are in the administrative detention center, see below in the “Special square” section]

Appeal

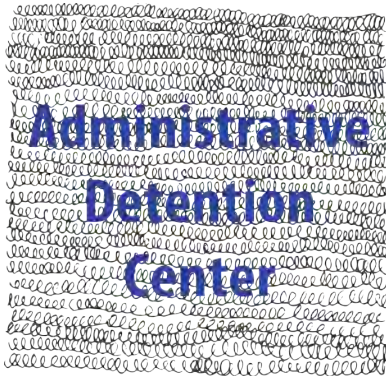
Pick a card:

- The negative decision has been overturned on appeal. Status granted! End of the journey. If you are Issa, please take another card [This card can be picked by anyone except Issa, Mali, who can never obtain this card as he is a climate change migrant - if Issa picks it, he needs to pick the other card anyway]
- The negative decision has been confirmed on appeal. Go back to your country of origin [This card is given to Issa, Mali, but can also be given to some of the others, since sometimes the authorities refuse to grant the status, even though the applicant fulfils all the criteria, because of political reasons: ex. Huge number of applications, lack of resources, or just willingness to make the country not desirable by irregular migrants and try this way to reduce the influx]

If a team finishes the journey while the others are still playing, it can go back to the Departure square and play again with a new character, or just wait for the others to finish, depending on the time left.

Squares

Obstacles



Administrative Detention Center

When a team is sent to this detention centre, it waits until the next turn to roll the dice. If the dice indicates 1 or 2, the team is expelled to its country of origin (go back to Departure square and start again); if the dice indicates any other number, the team submits the asylum application, goes back to the big dark blue square previous to the square where it was before going to the detention centre and continues its journey.

Suggestion: During or after the game, the facilitator can give the participants some information relating to reality, by showing or distributing press articles, infographics, videos and so on. (You can even debate on those materials at the end of the game).



Dublin

According to the Dublin system, you have to register your asylum claim in the first EU country you cross. However, you had another destination in mind and kept on travelling. The administration will send you back to the first EU country you entered by. Go back to square Border.



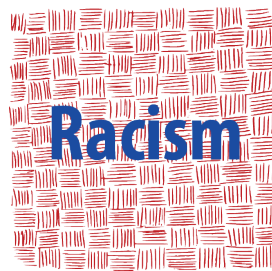
EU Entry Country

You transit through another country in Europe. Skip a turn.



Police Controls

What is your situation: legal? Illegal? (Check your Journey Diary). If you have not registered in a proper asylum seeker center, go to the administrative detention center. [to see what happen when you are in the administrative detention center, see below in the "Special square" section]



Racism

You have been the victim of racist acts on the street. You need to rest a bit, skip a turn.



Corruption

You do not have enough money to pay what you are asked to pay to jump the never-ending queue in front of the consulate. Skip a turn.

Squares

Special



Stories

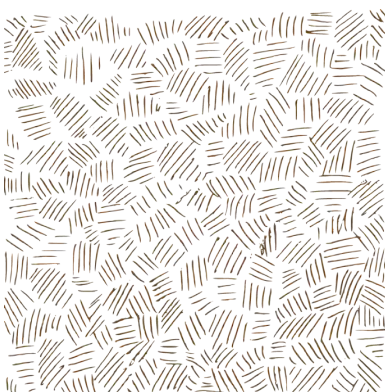
The participants can share stories about migrants they have heard of, or the facilitator can tell them a story, also by using press articles, images, videos and a world map. The goal of those squares is to have players talk or raise their questions about real situations they have heard, to have a link between the game and reality. If the players don't have ideas, it can be an opportunity to speak about the actions of potential partner NGOs that a scout / guide group could contact to engage in some actions in that field.

If you need insights into some stories see the webpage News & Stories about migrations on the United Nations High Commissioner for Refugees : <http://www.unhcr.org/news-and-stories.html>

Dark blue “?” Squares

The facilitator chooses a Debate card and leads the debate. He controls the duration of the debate according to the time period you have for playing the game (note that if the players play by themselves, one of them can be chosen to tell when the topic has been sufficiently debated).

Suggestion: Proposal for moving Debate: those who are “for” go to the left, while those “against” go to the right. Each group can discuss its arguments to defend its position, and then one by one, each group can present them to the other group. When an argument is seen as quite good and convincing by a participant, he/she can change side.



White Squares

The facilitator chooses a question among the question-answer cards (“True/false”, “Question”). The facilitator can adapt the question according to the public and the team's position in the game.

