

Campaign booklet *against xenophobia and racism*, including correct information about the reasons of immigration, the immigrating groups and their cultural and religious backgrounds, based on the *methods invented* during the "CCC: Cultures, Communication, Cooperation training course" between 5 – 13 June 2017 in Liepaja, LATVIA

CCC: Cultures Communication Cooperation



YOUTH ASSOCIATION BILD



Agency for International
Programs for Youth
Republic of Latvia



Erasmus+

Table of content:

Introduction

Methods:

Do you feel normal?

Understanding Roma

Accept to be accepted

Language of friendship

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Introduction

This Campaign Booklet was made by the participants of the CCC: Cultures, Communication, Cooperation training course, which was held in Liepaja, Latvia between 5-13 June 2017, supported by the Erasmus Plus Programme and organized by the Youth association BIID.

This Campaign booklet makes an attempt to present good methods of non-formal education against xenophobia and racism, including correct information about the reasons of immigration, the immigrating groups and their cultural and religious backgrounds.

Participants applied from: Romania, Hungary, France, Turkey, Moldova, Slovakia, Italy, Greece, Norway, Malta and Latvia.

This Proposal tries to inspire everyone who directly deal with xenophobia and racism to be able to prepare, run and develop such type of non-formal methods which can support the needed competences development of their target group.

Good luck with this!

Do you feel normal?

Aims of the workshop:

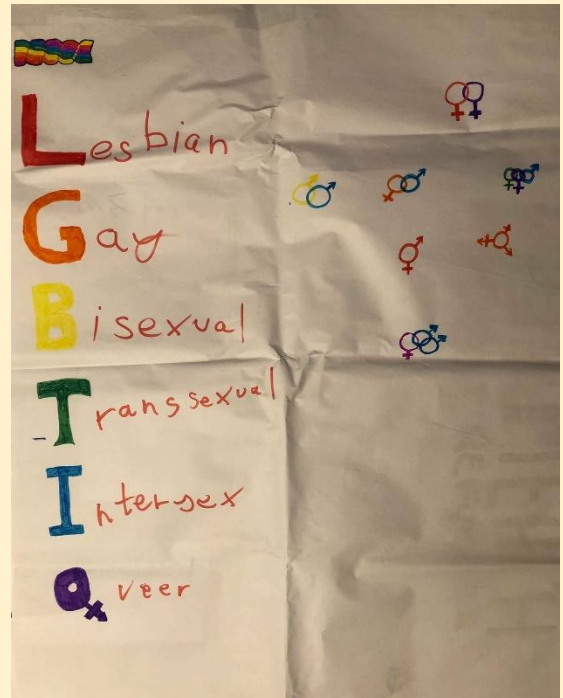
- Give information
- raise awareness
- empathize

Timing:

35 minutes

Materials (what do you need to run it):

Paper, pen, tape



Methods step by step:

- **Preparation of the workshop:**
 - At first the team members made an outline of the workshop and divide the roles between them.
 - Then, we started brainstorming about possible activities and then we start making a plan about implementing them.
- **Energizer “Spider Web”:** 7 minutes
 - The organizer of the activity forms a circle with the participants, standing one near the other. The organizer explains that they have to throw the woolen rope to another person of the circle until all of them have it. Next, each one of them with backwards order should throw the rope back to the person that gave it to him.
 - The idea of the game is to make participants memorize better the name of their partners.

- **Insulting activity:** 10 minutes

We give the participants papers to write insults for LGBTIQ people. Then make two lines which are facing each other and we call a volunteer to walk into the lines. We expect from the participants who stand in the lines to shout insults at the volunteer.

- **Put in Order:** ~ 7 minutes

We need 5 volunteers from the participants. The volunteers then get out with a member of the facilitating team. The rest members of the team are going to put on their clothes the following labels: gay, transsexual, bisexual, lesbian and straight. Then one by one the volunteers are going to come back in the conference hall and they will have to put these persons in an order according to whom they feel more comfortable with.

- **Feedback and discussion:** ~ 11 minutes

Everyone tells his impression about the workshop and it follows a discussion about the outcomes of the previous activities

Learning outcomes (what they will learn from it?):

- The energizer will help the participants improve their memory, learn their fellow participants' names.
- The “insulting” activity will try to put the participants in the shoes of the LGBT+ community and to empathize.
- The “put in order” activity will try to make the participants realize that even inside the LGBT+ community there is no equality and its members are valued according to their sexual orientation.

Understanding Roma

Aims of the workshop:

- Understanding
- Knowledge
- Tolerance
- Open mindedness

Timing:

60 minutes

Materials (what do you need to run it):

Paper, pen, scissors, crayons, markers

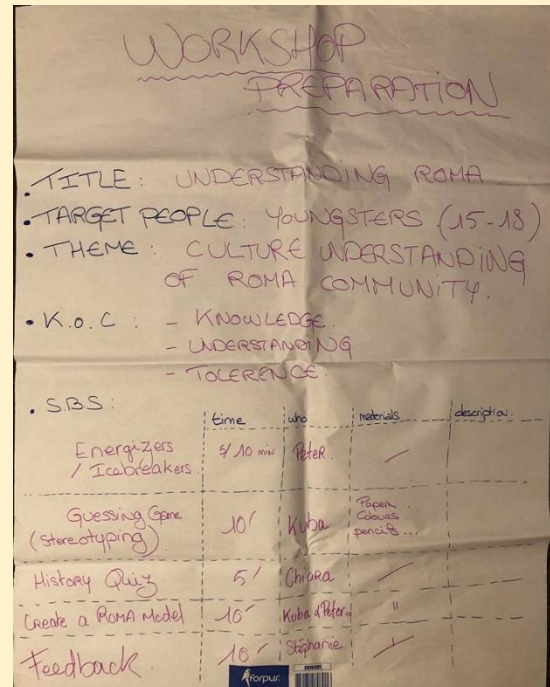
Methods step by step:

- Preparation of the workshop:

1. For each one of the groups (4 teams) prepare big piece of paper which is split for parts – poster - drawing how people from your country see a Roma person, questionnaire – few question to answer about Roma's lifestyle and info- draw, paint or write information about music, customs, food
2. Prepare a), b), c) quiz about history and customs of Romans

- Energizer “Electric chain”: ~ 5 minutes

The organizer of the activity forms 2 same sized lines of all the participants standing next to each other holding hands with closed eyes. Only last person in the row has an eye open. At the end of the line stands one object- ball, banana, thing to grab. The organizer explains that they shake a hand each other one by one until the last one. The



person with open eyes, after shake of the hand can reach for the object. Who will grab the object – wins.

The idea of the game is to make participants of the activity to feel more comfortable and closer to each other.

- **Two truths, one lie:** ~ 5 minutes

The organizer is choosing four volunteers from different countries and asks them to write three sentences about Roma people which are characteristic for this group in their countries. 2 of them need to be truth and contains what people believe about Roma's in their country, one lie – which can be characteristic of different ethnic group from the country. Participants needs to discover which one is a lie.

The idea is to check if Roma people are treated in the same way in different places, check knowledge and stereotypes about this group.

- **Guessing Game:** 15 minutes

Participants of the activity have 15, minutes to prepare posters which represents them believes about Roma people, their knowledge about them and the stereotypes which exist in the nations. Organizers at this time should give the paper earlier prepared and ask them to fill three different areas according to them believes, knowledge and existing stereotypes.

- **Performance of the groups:** ~ 5 minutes for one sketch + short discussion
Each group shows the paper describing their work.

- **Quiz Game:** ~ 10 minutes

The organizers are using the quiz they prepare. One is leading the quiz. Asking question which ABC) answers to check the real knowledge about history of Roma people according to participants. After every question they will give small info about topic.

- **Feedback and conclusions** – 5 minutes

In this part organizers ask if the participants can see the difference on the papers they made in a group and real facts about Roma culture, history and customs. Ask what they learned and what they will do different in the paper during small discussion.

Learning outcomes (what they will learn from it?):

- The energizer will help the participants to connect with each other.
- The participants will learn how to work in a small group together
- They will recognize stereotypes which exist in every day in our life about different people.
- They will learn about discrimination in other countries.
- They will learn to listen to other opinions and respect them.
- They will learn more about Roma culture

They will learn to keep their minds open and tolerate differences between people.

Tangible results:

Photos from the activities.

Accept to be accepted

Aims of the workshop:

Decreasing barriers between cultures

Timing:

45 minutes

Materials (what do you need to run it):

Paper, pen, scissors, flipcharts

Methods step by step:

Energizer “Les epaule genous pieds genous pied”: ~ 5 minutes

Participants are staying in a circle and start singing “Les epaule genous piels genous pied” and touching their shoulders, knees and feet. During the singing the tempo is accelerating. The once who make mistake are disqualified.

Introduction: ~ 5 minutes

One person from the team is responsible for the explanation of the workshop’s topic. The trainer is trying to make participants aware how important is acceptance in different cultures.

Preparation of the game “One goal”: 2 minutes

- The participants are divided into 5 groups to prepare themselves for the game. Each team is given a different clue to find the treasure. The facilitators are explaining the rules to each team.

Implementation of the game: (20 min)

- Participants are reading the clues and working together to find the parts of the treasure map. After all of them find it, they are working together to connect the puzzles and making the final effort to find the last piece.

Conclusion: 3 min

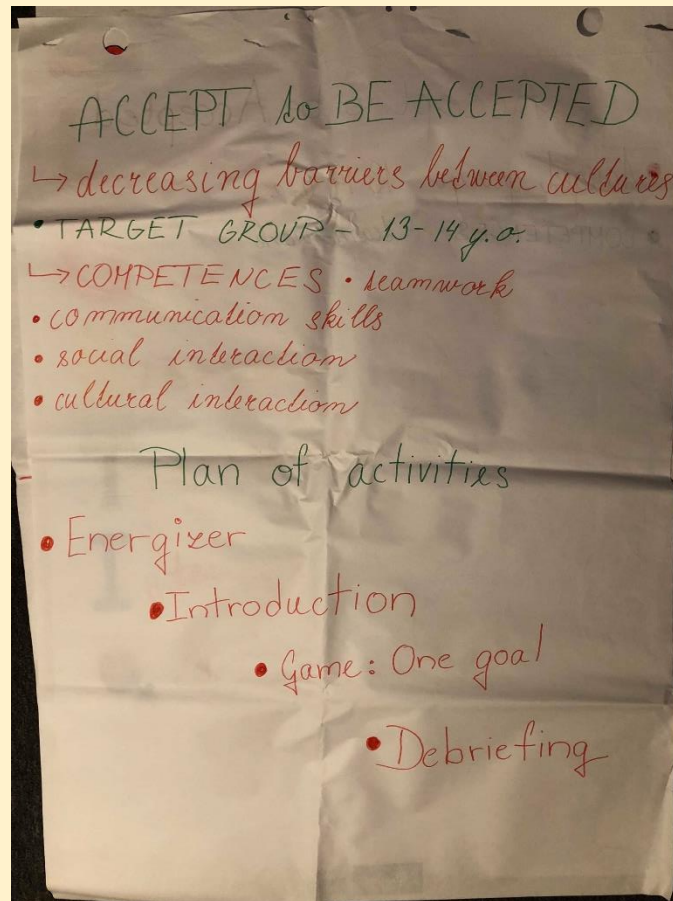
-open discussion with participants about their experience

Feedback: ~ 10 minutes

- final comments about the activities, the feelings of participants and the outcomes of the game

Learning outcomes (what they will learn from it?):

- Teamwork
- Communication skills
- Social interaction
- Cultural interaction



Language of friendship

Aims of the workshop:

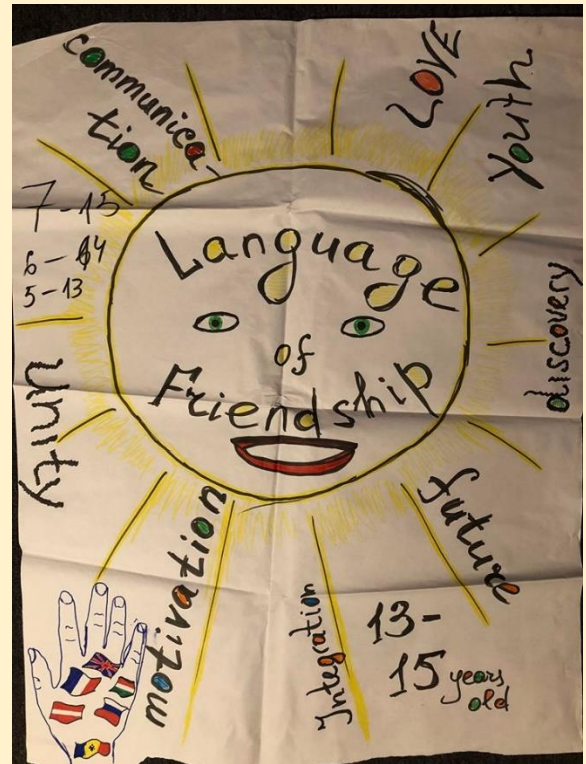
- Confidence
- Unity
- Motivation
- Language practice
- Communication

Timing:

45 minutes

Materials (what do you need to run it):

Paper, pen



Methods step by step:

- Preparation of the workshop:
 1. Prepare and print question form for every participant. Questions: Name, age, hobby, dream, languages, holiday, film.
 2. Print 10 simple sentences like "nice to be here", "have a nice meal", "happy birthday" etc.

- Energizer "Names": ~ 5 minutes

The organizer of the activity pronounces his name and shows simple movement, everybody has to repeat his name and his movement. Next participant calls his name and shows his movement. This game continues till everyone introduces himself. The idea of the game is to make participants of the activity to feel more comfortable and remember the names of each other's.

Energizer "Animals": ~ 5 minutes

All participants choose the animals and call their names don't repeat each other's. First participant calls his animal and claps twice, then he calls any other animal from the group and claps three times. The participant which animal was pronounced has to continue.

The idea of the game to create a comfortable atmosphere and to learn new words.

Questioning 15 minutes.

All participants fill in the question for me (3 minutes). Then participants have to find a couple and tell each other the answers, find common ideas. After one-minute participants change their partners. (10 min)

The facilitator asks how the participants are, if they find people with common interests or ideas.

The idea of the game to fill comfortable in a group, find a common, practice a language.

- Preparation of the sketch: 10 minutes

Participants of the activity have 10 minutes to prepare short sketch to present they team using two sentences which they received.

Organizers at this time helps every team, answer the questions, translate difficult words.

- Performance of the sketch: ~ 5 minutes

Each group shows the sketch and after that the team leader asks to the spectators which phrases they used.

- Feedback and discussion: ~ 5 minutes

Everyone tells his impression about the workshop using 3 words.

Learning outcomes (what they will learn from it?)

- The energizer will help the participants to connect with each other.

- The participants will learn how to work in a small group

- They feel more comfortable and confident speaking other language.

- They have an experience how to communicate speaking other language

**Special thanks for all the participants and staff
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