

HOWGH!

A Simulation for Youth and Adult Education on Stereotypes and Discriminations

Complete Manual with Role Cards and Guidelines for Facilitators

Supported by:



In cooperation with:



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HOWGH!

A Simulation for Youth and Adult Education

This simulation game has been designed and implemented as a results of the Youth in Action project "ToT on SimGame" (nr.549970-3.1-MD--2013-R3), that took part in Vadul lui Voda, Republic of Moldova from the 11 to 22 of July 2014.

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Topic: Recognition of stereotypes, fighting with prejudices, negotiation processes, Finding different solutions according problem recognition
Stereotypes/Prejudices: (to look both sides of the situation, about need of change towards the others opinion. Do they need to change? Or maybe newcomers will change?)

Target Group: Youth 13-30 years old.

Timeline: 140 minutes

Procedure:

Introduction of the game and preparation phase (10 minutes)

Giving out the roles, personal preparation and reading the documents + name tags (15 minutes)

Getting into the role M0 – Common meeting with shaman's ritual (5 minutes) + First messages give out (after the M0)

m1 – Group meeting no. 1 (10 minutes)

M2 – Common meeting (7 minutes) + Second messages give out (after the M2)

m3 – Group meeting no. 2 (15 minutes) + Third messages give out (after the m3)

M4 – Common meeting no. 2 (30 minutes)

(possible group meeting, according messages (3 minutes))

Debriefing (45 minutes)

Preparation:



In the 17th century, Tribe of Apamachos was living calmly, preserving tradition, mysterious rituals and believing in tribal gods. As a small tribe, Apamachos were isolated on their island in the middle on Amazon River.

One beautiful day a ship appeared on the river nearby and crashed in the rocks of the island.

Four members of the crew survived and stuck there for some period. They want to come back home to their Transolvian Kingdom but at the moment they don't know how to deal with this problem.

There is an unknown disease in the village of

Apamachos. Shaman is trying to cure the diseased members of the tribe with his magical skills. Although till today he didn't managed to heal anyone yet.

Story begins, when Running Mustang, son of the Sitting Bull (tribes' chief) finds Maria McBella, one of the survivors from the ship crash (captains' daughter). She was unconscious, but young strong Apamachi saved her and their friendship began.

According to the ancient tradition, Apamachos invited survivors for the cleaning ritual, to fill Indians and Transolvians with energy of tribal spirits.

Accessories:



1. Chief hat
2. Chief Stick
3. Shaman Wand
4. Shaman hat
5. Captain hat
6. Totem

Debriefing:

6 hats method

White: Facts – what happened?

Red: Emotions – How you feel right now?

Blue: Learning goals – what did you learned?

Black: Negatives/remarks – what you didn't liked?

Green: Real life connection – how the game is connected with real life?

Yellow: Application – How can I use this experience in future?

Timetable:

M0 – Common meeting with shaman's ritual (5 minutes)

m1 – Group meeting no. 1 (10 minutes)

M2 – Common meeting (7 minutes)

m3 – Group meeting no. 2 (15 minutes)

M4 – Common meeting no. 2 (30 minutes)

The Apamachos Tribe

Population of the tribe: 100 inhabitants

Apamachos tribe is situated in the Island on the Amazon River, in area which is not often visited by the newcomers. They live in small huts made from animal skins and wood, called wigwams.

Indians are preserving they own culture and traditions. Not using modern inventions as medicine. For living they are hunting wild animals with bows and spears, using these resources to feed the tribe, make clothes and also improve the wigwams.

10 years ago the tribe found a ship on the edge of the island. They are considering that as a sign from the gods for the good luck of their tribe. They converted the ship and currently are using it as a temple.

Unfortunately 10 Indians fallen into unknown disease. For now the others seems to be immune to this frightening sickness. Shaman is trying to cure the diseased members of the tribe with his magical skills. Although till today he didn't managed to heal anyone yet. Apamachos are getting more frustrated.

Most active and important members of the Tribe are:

Sitting Bull – Chief of the Tribe

Running Mustang – Chief's son

Dreaming Fox – Tribe's shaman

Wise Owl – Conservative member of the board

Grey Wolf – Inventor, member of the board

Full Moon – Old woman, member of the board

Sharp Arrow – Best friend of Chief's son

Golden Sun – Young tribe member, would like to become shaman in the future

Blowing Wind – **Best hunter in the village**

ROLE:

Chief of the Tribe: Sitting Bull

You are brave and strong Apamachi, ruling your tribe for 24 years already. Because of your advanced age you are traditional and very connected with preservation of local culture.

You believe in shaman power and think that he can cure mysterious illness by himself.

Because of this conditions you are a bit skeptic towards changes. Remember to listen voice of the tribe. Everyone is important.

Dear Sitting Bull

Remember about some very important tribe rules which you should also introduce to another tribe members:

- Totem Rule: In the group and common meetings only totem in your hand is giving you chance to speak. It will avoid the mess and also let to clarify the ideas of the speaking person. Everyone can take totem and speak one by one.
- Howgh Rule. If the members of the tribe want to show their immediate support for the speaker, they can say: HOWGH!
- **Voice rule: in each meeting every voice should be heard. It means that everyone should take totem and share his/her statement with the others.**

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ROLE:

Chief's son: Running Mustang

Son of the Sitting Bull. You are 19 years old and preparing to become new tribe leader.

You think that your father is too old to be a leader and needs to retire. You are very connected with the nature. You also would like to cooperate with newcomers (Transylvian) and get their medicine.

You met Maria McBella, one of the survivors from the ship crash (captains' daughter). She was unconscious, but you saved her and your friendship began.

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ROLE:

Shaman - Dreaming Fox – You live this days in the ship, found 10 years ago by the tribe on the edge of the island. It is also a temple of the gods. You like your new apartment very much.

You, as a shaman, believe in the power of gods and also your power. You are convinced that you can cure mysterious disease thanks to your abilities. Also you are very important to the village!

Remember about cleaning ritual which you are going to act at the beginning of the game. You need to throw out the negative energy of each meeting participant using your magical rituals.

You could attend each person with some movements or actions (be creative) to complete the spiritual cleaning.

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ROLE:

Board member - Wise Owl – You are member of the tribe's board. You are sick of the unknown disease. You are very traditional and prone to keep the tribal customs and rituals. You are more likely to support the shaman as the only one to cure the villagers. You are strong believer and you are taking the messages from the gods very seriously.

Remember that your voice in discussion as board member is important, because of the whole life experience and wisdom.

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ROLE:

Board member - Grey Wolf – You are board member and the bright mind of the tribe. You are very creative inventor, suggesting alternative ways of hunting, living, constructing the wigwams. When the ship has been found, you reconstructed it into the temple of tribal gods, to receive their favors in the future. That's why you consider this invention as the brightest achievement in your life.

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ROLE:

Board member - Full Moon – You are old woman, member of the tribe's board. You are also mother of Blowing Wind. You are prone to keep the young people gathered together, to make the village prosperous. Your son is excited of possibilities which appeared thanks to the meeting with the newcomers. **You don't share your sons positive attitude.**

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ROLE:

Best friend of Running Mustang - Sharp Arrow – You are 25 years old. You are considering yourself as the best friend of Mustang and using your great leadership to help him in decision making process. **Support him in his decisions, try to advice him personally about the prosperity of the tribe.**

You are against conservative ideas. You are supporting your friend to become new chief.

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ROLE:

Youth shaman - Golden Sun – You would like to become a shaman in the future but still need to improve your skills to fit into this position. You consider the meeting with the newcomer girl as a good opportunity to acquire the competences in medical procedures.

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ROLE:

Young hunter - Blowing Wind – You are 24 years old. Full Moon is your mother. You are very emotional and loud speaking. You are eager to leave the tribe and go with Transolvians to their country. That's why you are so excited of possibilities which appeared thanks to the meeting with the newcomers. You also fear to get sick. You are a strong young man. You are very helpful for the tribe because of **you are the best hunter.**

Transolvian is the kingdom, situated in the middle of the world, with high civilization and development opportunities (medicine, education, etc.). One of the best characteristics of the 17th century Transolvians is to conquer more and more materialistic resources. For this reason the country authorities send their researchers all around the world to discover to new lands and possibilities, establishing their ties in the new land.

During one of the exploration trips the group discovers the Apamachos tribe in the Amazon Jungle. The group finds the Apamachos' land very prosperous and full of natural resources (gold, silver, herbs for medicine, favorable environment business development, etc).

The ship of the explorers crash and they (who are also the crew of the ship) hardly survived. Running Mustang (son of the tribal chief) while hunting discovers Maria McBella (the daughter of the boss) in the water unconscious. The first meeting with the people of the outer world is very stunning for Running Mustang which rings the bell of newer and better life out of Apamachos. When Running Mustang discovers also the others in the group of the explorers he gladly invites them to his village to get a rest and get out of the crash stress. He opens a bunch of new things for him, new opportunities possible in life and starts thinking of cooperation with the "new world people". Having a few young people in the tribe with like-mind and vision who have been standing by him, he shares the idea of cooperation with the newcomers with his friends. The boss of the explorers group being a controversial person, who earned his estate by dirty deals, starts thinking about having more property on this new found and unknown land, secretly measuring the resource potential of the land. Very soon the group (4 of them) forgets about the exploration of the land and thinks of the possible ways of getting home.

They heard rumors about gold in the tribe. They think about using the gold to buy a ship to go home.

Captain - Ariel von Capo – Captain of the sunken ship.

Captains' Assistant – Alex the Greedy - rich Transolvian

Captains' Assistant - Sasha del Cool – Transolvian whose fiancé stays in the kingdom

Captain's daughter - Maria McBella – youth scientist, interested in the nature

ROLE:

Captain – Ariel von Capo - - You were captain of the sunken (drowned) ship. You became quite wealthy because of your former discoveries. You kept whole treasure from last exploration for yourself and you are keeping it in your country. **As a leader you are responsible to take people home as fast as it is possible. You also want to return to your beautiful castle.**

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ROLE:

Captains' Assistant - Alex the Greedy – 45 years old. You are very rich person in Transolvia. You don't like spiritual things and rituals. You are a person who prefer an **expensive comfortable life**. You are a great fan of rum and luxury. You are asking the tribe members all the time when you can get some.

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ROLE:

Captains' Assistant - Sasha del Cool – You are an active and creative man. Your fiancé is missing you and waiting for your fast return. As you are not that rich, to prepare wedding ceremony. You are highly involved in different explorations to earn money. You are poking your nose into everything to discover gold and other goods to reach home with a wealth to organize a gorgeous wedding.

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ROLE:

Captain's daughter - Maria McBella. You are interested in the nature, also about way of living of the tribe. You are eager to use natural resources for scientific purposes.

Running Mustang, son of the Apamachi Chief, saved you after an accident. It was a start of your friendship.

Message give out 1:**Message from Oracle, for the Board members: Wise Owl, Grey Wolf, Full Moon**

Running Mustang met girl from Transolvia in the forest, health situation may become worse because gods may be disappointed.

Message for the Transolvians:

You heard some rumors about wealth of Apamachos. Maybe there is gold in the tribe. Let's think about using the gold to buy a ship to go home.

Message give out 2:**Message for a Captain Ariel del Capo:**

Your property and whole goods were taken by the king because you hidden them from Kingdoms' Treasury. When you will return home, the court will start against you. You are also discovering, that there is no gold in the Indian village.

Message for assistants of captain (Alex the Greedy, Sasha del Cool):

There is a ship, used already as a temple in the tribe. Maybe you could convince the tribe to give you the ship? Ship is quite big. It means that you will need at least four persons crew to go home.

Message for the chief of the Tribe, Sitting Bull:

During the meeting you recognized Maria McBella as very skilled scientist. Maybe she would be able to help you and shaman to heal villagers.

Shaman already managed to heal one person with herbs and magical rituals. (still nine members of the tribe are sick, including Wise Owl)

Message for Wise Owl: You are feeling worse because of the disease. Do you still believe of shaman's power?

Message for Shaman:

The temple could be transformed again into the ship to help newcomers leave the village. Are you going to sacrifice your temple?

Message for the Grey Wolf:

You are the only person who can transform temple into the ship again. Will you take this move into consideration?

Message for the Running Mustang:

2 new members of the tribe are sick.
Maybe after short discussion in the tribe you could meet your new friend Maria.

Message for the Maria McBella:

You discovered that your fathers' wealth was gathered through some dirty business. His property and whole goods were taken by the king because he hidden them from Kindoms' Treasury.
Maybe after short discussion in the group you could meet your new friend Running Mustang.

Message for Golden Sun:

Unfortunately you are one of two new sick members of the tribe.

After the meeting you got cure for one person. Will you choose to heal Wise Owl (which is getting worse) or yourself? You can use this cure to make your position in the tribe stronger.

Message give out 3:**Message for the Sitting Bull:**

During the meeting you can invite your tribe for short private discussion (no more than 3 minutes)

Message for the Ariel von Capo:

During the meeting you can invite your group for short private discussion (no more than 3 minutes)