

Aim

To simulate the experience of travelling as a refugee.

Game setting

You are trying to flee your own country. You are in one of the war torn countries in Africa.

Materials

8 tables with a person manning each table.

Tables 1, 6 and 8 need a dice

You need a small 5x3 card for each participant and pens at each table to record what happens to the participants on their cards.

Make sure that the person manning each table has clear instructions as to what their function is when the participants arrive.

Time

Total time for this could be up to 45 minutes depending on how long it takes to set up and how long the participants 'survive' each of the scenarios

1st table: each person is given a card. On the card, the participants need to make a list of ten essentials that they can carry with them on their journey. They all need to be items that can be carried in a bag. You only have 1 min to decide on the start of the whistle. (When they come back for a second time, they still need to go to 2nd table). The limit for the amount of money you can bring is £1000.

Get each participant to roll a dice. The person with the highest number gets to leave the station first but when you get your number, everybody must eliminate that same number of items from your card list. So if you get a 6, take 6 items from your list this is why you are able to leave first because your bag is lighter.

2nd table: You need to make a decision about how to reach the border. Because the country is at war, there is no public transport.

You can either go by a lorry that you have hitch-hiked a ride with or by foot. If you go by lorry, it will be a 12-hour journey to the border but will cost you £10. If you go by foot, it will be a 3-day constant walk but it will be free. (Person at the table to subtract the amount that the participant pays for the lorry on each card).

Let the participant decide. If you go by foot, go to table 3. If you go by lorry go to table 4.

3rd table: You now have blisters on your feet. You need to wait until they have healed. Before you reach the border, all of the people who chose to go by lorry have to go through the border crossing before you – so you must wait until they get through. Take off £50 for the extra food supplies that you need for your three days of walking.

4th table: The soldiers have stopped you at the border. You need a valid passport to proceed. Is that on your list of ten things that you have brought? If not, you might be able to bribe them by giving them £100. If you have neither passport nor £100, go back to table 1 and re-make your list. If you have a passport, it is stamped with a visa to let you out of the country. If you pay the bribe, you won't get a stamp and the next time you are stopped by police, you will be considered illegal. If you have neither of these go back to the original table and exchange some of your items on your card for either a passport or more money.

5th table: You come to the house of someone who is kind enough to let you stay overnight and you are given

fresh food. However, soldiers come to search for illegal passports. If you have no passport or no passport with a valid stamp – you can try to bribe the soldiers. They are asking for £500. If you don't wish to bribe then you go to jail awaiting trial and a possible lengthy prison sentence. Your game ends here. If you bribe, or have a passport, you may proceed.

6th table: You have a choice which country to enter. One country is another war torn country, the other is a country in the EU. Each participant must roll a dice – if you roll an even number, then you get into an EU country – go to table 7. If you roll an odd number, you are in another war torn country – go to table 8.

7th table: You are now at immigration in this EU country. The person manning the desk asks everyone coming through 'Why are you coming into this country?' If they reply that they are a refugee or seeking asylum then they are sent immediately to the asylum detention centre where they will wait for up to 2 years to find out whether they have been granted asylum – their journey ends here and their passport is taken off them. If they reply in any other way e.g. here on business or on pleasure – they must go back to table 1 as you can assume that the immigration officer has got suspicious about matching this claim up with their appearance and deported them instantly back to their country of origin.

8th table: This is the war torn country – you roll another dice. If you roll a 1, you will be shot in cross fire in the local village. If you

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roll a 3, you will step on a Chinese landmine that bounces up to head height and kills you instantly. If you roll a 5, you will step on a British landmine which bounces up to waist height and you survive but have horrendous leg injuries which means you will never be able to walk again – your journey ends here. If you roll an even number, you are able to travel through this country. It will take 90 days by foot to cross through to a safer place. Divide the amount of money you have by 10: this is the number of days you are able to survive with food and water in this country. You can decide now whether to try and make it through on these rations or to seek asylum in a refugee camp. Your journey ends here.

Questions to finish

What was the biggest surprise about travelling as a refugee? What did you learn from the game?

For those of you who were out of the game at an early stage - what does this teach you about trying to flee a country which is caught up in conflict?