

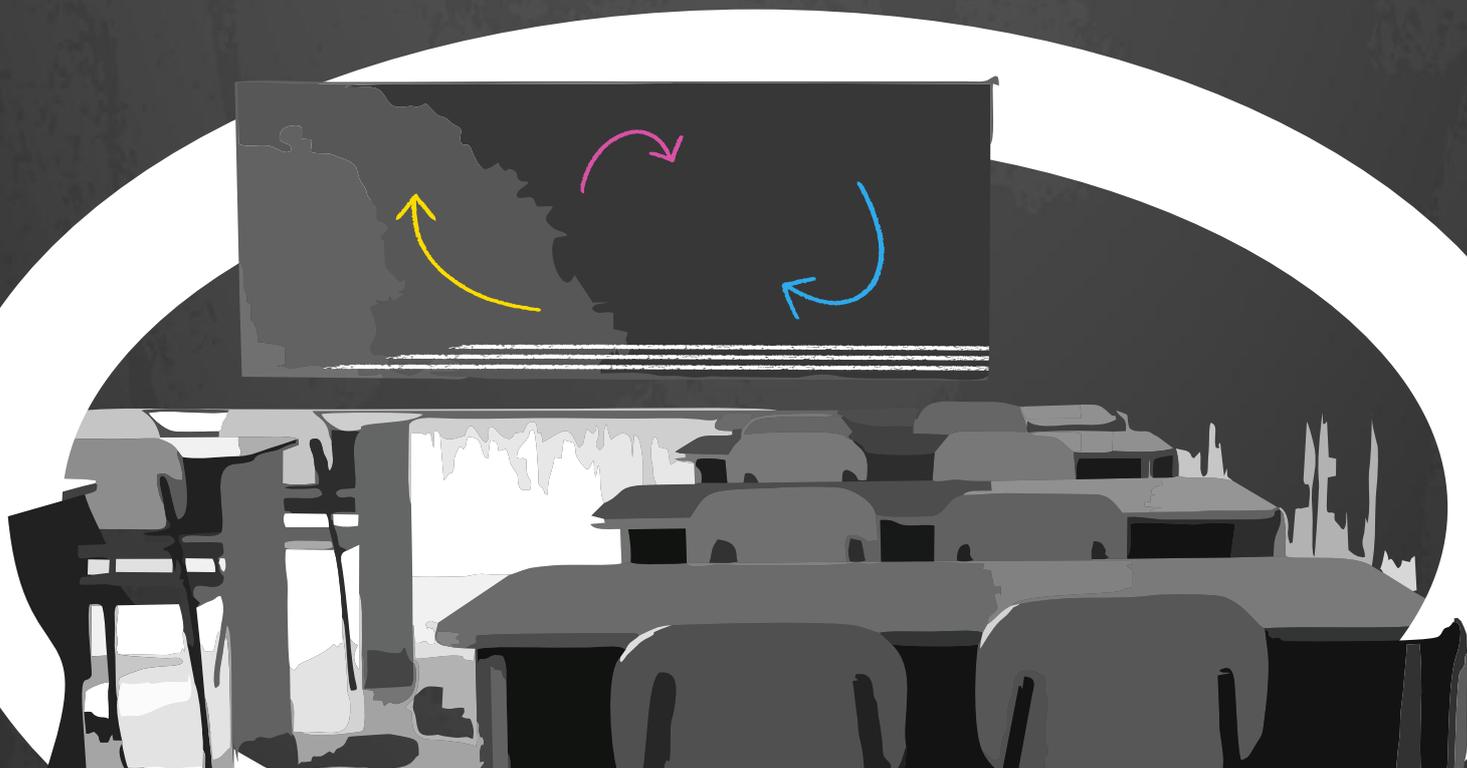


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ACTIVITY AGAINST RACISM

**KITS AGAINST DISCRIMINATION
OPEN EDUCATIONAL RESOURCES FOR TEACHERS**



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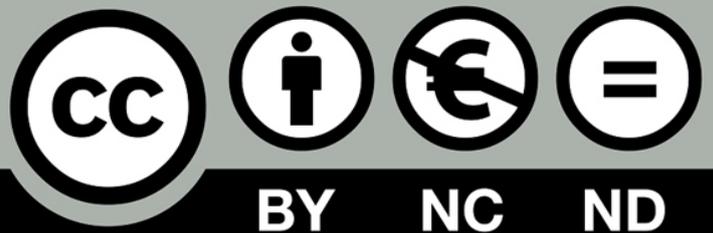
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GUESS WHERE I'M FROM

The participants will play to try to make others guess, without words, the origin or provenance of an imaginary character that will be lucky for them.

Level: Easy. Secondary Education.

Group size: indifferent.

Length: 45 minutes.

Topics: Racism, xenophobia, stereotypes, prejudices.

Objectives:

- Identify the stereotypes with which we perceive people for their geographical or ethnical origin or background.
- Analyze the possible prejudices that can develop on stereotypes.

Materials: Copies of the cards under the “resources” section; a space where to draw that is visible for all the classroom.

Preparation: Print and copy the cards under the “resources” section.

Instructions:

Explain to the group the dynamics of the game, in which each participant will be shown a card with an imaginary character. Without using words, only with gestures or drawings, the participant has to try to get the rest of their classmates to guess who or what the imaginary character is.

The characters are anonymous people whose place of origin and other characteristics (job, sex, age, etc.) will have to be guessed.

The sharing part will be used to reflect on the different ideas and resources that the students have used to represent the characters.

Sharing:

- Have you noticed how we represent in a simplified way ideas that we apply to entire groups of people?
- Have you detected the existence of stereotypes?
- Have stereotypes of a subtle but racist or xenophobic nature been used in the game?
- Have positive character stereotypes been used in the game?
- How can positive stereotypes be transformed into negative ones?

- How can the stereotypes that we use become prejudices?
- Are the stereotypes we use adjusted to reality? And the prejudices?

Tips:

During the development of the game, try to note the gestures or drawings made which imply the use of stereotypes or prejudiced ideas, both negative and positive, to use them during the sharing.

Variations:

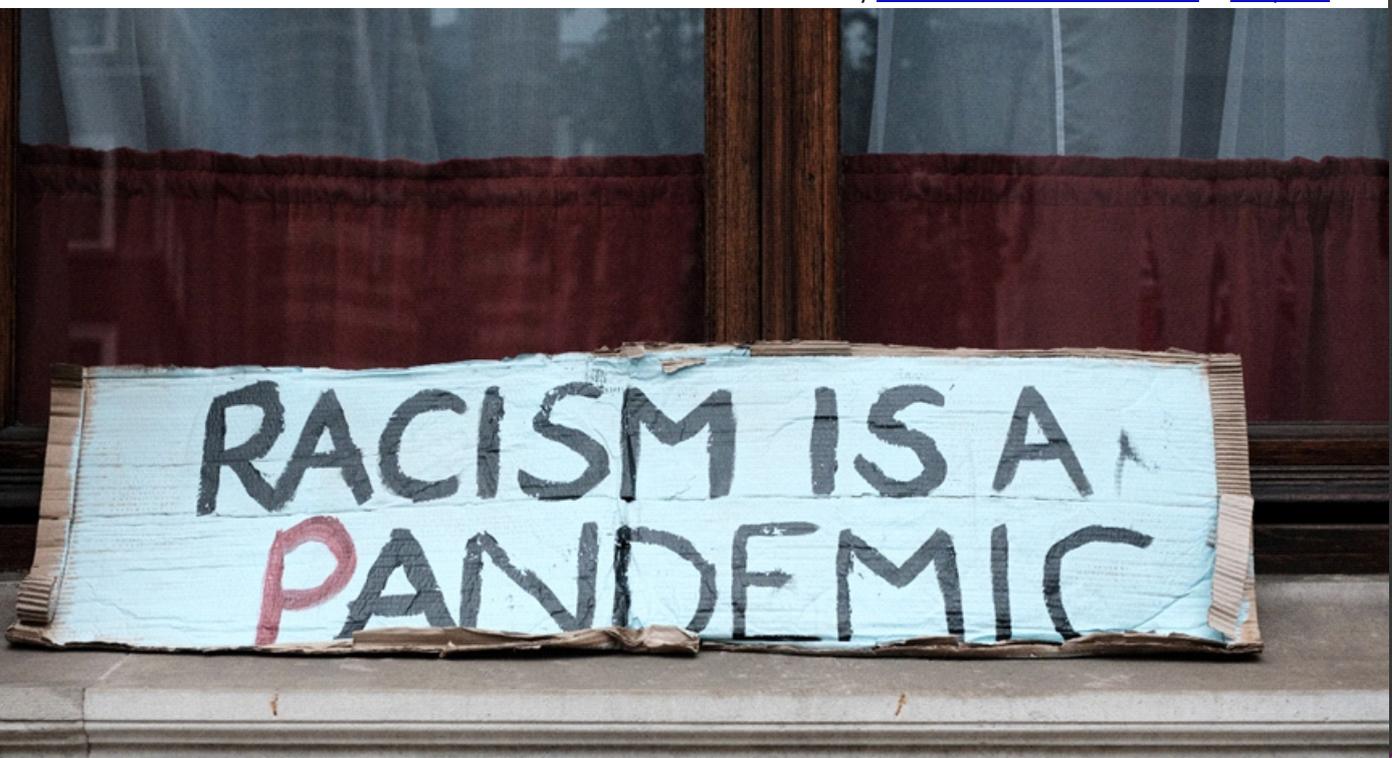
The game can be played with some variations depending on the dynamics that you want to print:

- The group can be divided into two subgroups that compete to guess first the character on the card, while a member of each group performs does the mimic or drawings.
- You can choose to just draw or just mimic, not both.
- You can play with the whole group, but with two or more people doing the mimic and the drawings.

Ideas:

It is not necessary to stick to the characters on the cards provided as a resource. It may be interesting for the teacher to add some of their own or encourage students to invent characters one on the fly, in this case always encouraging fair play.

Photo by [Ehimetalor Akhere Unuabona](#) in [Unsplash](#)



Resources:

MALE NORSE RETIREE	FEMALE JAPANESE MUSIC TEACHER
FEMALE JEW PROFESSIONAL SOCCER PLAYER	MALE WHITE SOUTHAFRICAN TRUCK DRIVER
RUSSIAN YOUTH	FEMALE SOUTHAMERICAN ARCHITECT
MALE CANADIAN PHOTOGRAPHER	FEMALE NORTHAMERICAN ON VACATION
FEMALE FRENCH TEACHER	MALE AFRICANENGINEER
FEMALE MOROCCAN AGRICULTURAL WORKER	MALE OIL SHEIKH
THE WIFE OF AN OIL SHEIKH	FEMALE SUBSAHARAN STREET MERCHANT
MALE SUBSAHARAN BEGGAR	FEMALE SUBSAHARAN COOK
MALE SOUTHAMERICAN BRICKLAYER	MALE ALBANIAN STUDENT
FEMALE CHINESE WAITRESS	FEMALE HINDU ARCHAEOLOGIST



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