



Appartment to Let

Tue, 03/10/2017 - 16:17 -- Natalia Seriakova

Type of tool:

Activity

Duration:

60-90 min

Topics addressed:

Gender issues

Intercultural learning

This simulation game is recommended to be used in an international group where differences between value systems are more noticeable. Apartment is based on the personal and cultural values of the participants involved.

Aim:

to understand the personal and cultural values of the participants and help them to understand that all have different systems of values, cultural Identity, gender roles.. Discussion of the case would urge in the group of participants the emotional resonance, reflection, identification, food for thought and analysis.

Methodology:

Simulation Game

Step by step process:

1. Tell the participants the story:

Fernando lives with Maria for several years. In the last year Maria found a great job which gives her a lot of satisfaction, but she spends 90% of her time abroad. Fernando is very unhappy about that. He feels lonely. Fernando's mother who lives in the apartment next to them decides to bring him to the birthday party at their neighbor Johannes to get to know Aisha who is an au pair in their family. After the party Fernando has sex with Aisha. Olga from the second floor heard and saw them together. The next day she calls Maria and tells her the whole story. Maria takes the next plane and arrives at home in the night. She's furious. She kicks Fernando and then breaks the door of Johannes' apartment, makes a mess, and slaps Aisha.

The owner of the apartment house Markus understand that the situation in his house is escalated and somebody has to leave the house to bring the situation back to normal. Who would it be?

2. . Individually the participants are asked to put in order who behaved best and who behaved worst in this story (2-3 minutes).

3. In small working groups the participants are asked to compare their ratings of the characters, to discuss and to come up with the group ratings written on the cards.

4. Each group reports its list in plenary. The trainer puts the group ratings on the flipchart and counts

the whole group rating.

5. A discussion and debrief is following.

6. After the discussion, explain the idea of the game and the way people reacted: such decisions are based on the values found in the submerged part of the iceberg, most of which are unconscious values. (Iceberg of Cultures model).

QUESTIONS FOR DISCUSSION:

What's happened in your group? How different were the ratings?

Which moral issues were touched in this story?

On what was your judgment/ opinion based? What influenced your position?

How different would your opinion be, if we change the gender roles in the story?

And how would you rate them, if the main characters were gay?

What do we learn out of this exercise?

For which educational purposes can we use this tool?

Text:

Apartment to Let

Fernando lives with Maria for several years. In the last year Maria found a great job which gives her a lot of satisfaction, but she spends 90% of her time abroad. Fernando is very unhappy about that. He feels lonely. Fernando's mother who lives in the apartment next to them decides to bring him to the birthday party at their neighbor Johannes to get to know Aisha who is an au pair in their family. After the party Fernando has sex with Aisha. Olga from the second floor heard and saw them together. The next day she calls Maria and tells her the whole story. Maria takes the next plane and arrives at home in the night. She's furious. She kicks Fernando and then breaks the door of Johannes' apartment, makes a mess, and slaps Aisha.

Materials and resources:

flipchart with the house model, flipchart for the group rating, colorful paper for the rating cards, markers, pens.

Rating:

No votes yet

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