



One World Week 2014: Diversity

Scouter's Edition

The Crean Award:

Discovery:
Patrol Activity

Terra Nova:
Patrol Activity

Endurance:
Patrol Activity

Polar:
Patrol Activity

The Activity:

Objective:
To examine how we look at diversity and different cultures

Activity Type:
Patrol Activity

Roles:
Activity Leaders

SPICES

Social
Emotional



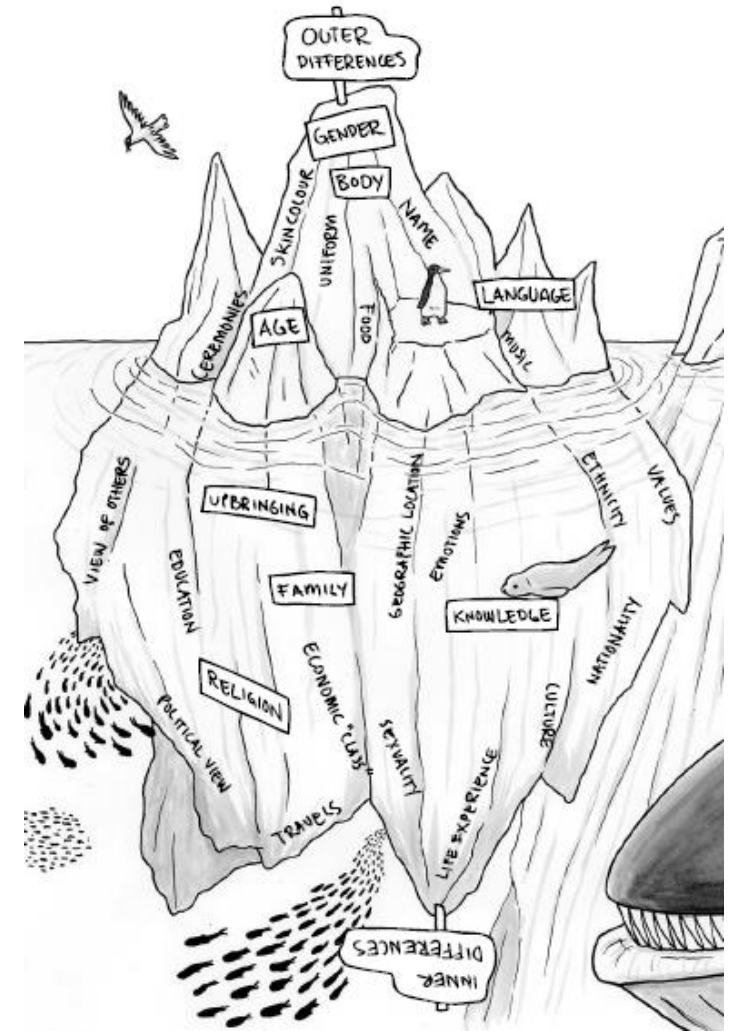


Plan: OWW14

One World Week 2014! Is an annual event coordinated by the National Youth Council of Ireland to raise local and global justice issues and take action to bring about change. This year's theme is 'The World Young People Want: Connected, Respected, & Empowered'.

In this resource, we have some games on the theme of diversity. It looks at ideas of inclusion and respecting different cultures and personal qualities. These games are help raise issues and start discussions. There is also an action matrix that will help you look at some of these ideas in terms of a service project. Check out more of the One World Week resource here: oneworldweek.ie/resources

The games are from the resource *Them 'n Us: a toolkit on diversity in Scouting* from the Swedish Guide and Scout Council. The action list is from the NYCI OWW resources.





Do: Alternative Musical Chairs

A game about being let in, being treated unfairly and creating a society that is more fair

Equipment: Chairs, music, something to walk around

1: Set up for normal musical chairs with one less chair than participants in a row or a circle facing out. Have several practice runs just to make sure everyone is familiar with the game and gets into it.

2: Then, add a new rule: divide the group into 3 parts and put something that everyone can see two or three meters from the chairs, e.g. a cone or small flag.

Now select one third of the group to walk around both the chairs and the mug, or whatever object you have chosen. Pretty soon the chosen third will feel unfairly treated and many of them will have to leave the game.

3: Have a quick discussion:

- How did it feel to have to walk around the mug?
- How did it feel to leave the game because of different conditions?
- If we were to translate the game to reality, who are the ones who have to walk the long way around?
- What distances between “objects” and “chairs” does Scouting itself create?





Do: Alternative Musical Chairs

4: Now play the game again, but a little different than before. There is still one chair less than the number of participants but everyone must be given room to sit. After each round you take away one more chair but everyone must still be given room to sit. How many of you can there be with only two chairs left?

5: Discuss:

- How did it feel this time?
- What can we do to let everyone feel this way instead?
- How can we change society and Scouting so that there is room for everyone?





Do: Me, Too!

An exercise to show that we are more alike than different:

1: Sit in a circle. Ask the participants to think of something that is unique to them, something they think that only they can do, know, have done or will do – e.g. been three times to Turkey.

2. The activity leader someone to volunteer what is unique about them. If it is relevant to no one else, than get another person to say there thing. However if this is true for someone else, for example who has been to Turkey three times they should stand and say “Me, too!”. Then, they sit down again and the first person must find something else that is unique.

3: The first round ends when all participants have said something about themselves that is unique only for them in this group.

4: The next step is to ask everyone to think of something that they believe they share with all the others. Remove one chair and ask the person whose turn it is to stand in the middle. When she/he starts and says, for example, “I am a Scout”, then everyone who agrees jumps up and says “Me, too!” – and the person in the middle tries to grab a chair. Then a new person goes to stand in the middle.

Ensure the scouts stick to appropriate examples.





Do: Me, Too!



5: When everyone has said something which all in the group share, or when you think the game has gone on long enough, you stop it to talk about this:

- What was the easiest, finding something unique or something you share with others?
- What do you generally like best, feeling unique or sharing things with others?
- What you thought was unique – did you share it with others after all?
- What you share – is it shared by everyone?





Do: Take Action

Hand out post-its and ask everyone to write down an idea for an action they could take to raise awareness of the injustice issues that affect them and other young people in the World.

Things to think about:

- What issue you want to address most?
- Think about the local issue that affects people globally?
- See what you can do to address or do something about this issue?
- Identify the right people to ask for advice?
- Use one post-it per idea
- Think big and start small

- Think about what you want to happen
- Be realistic
- Use the skills of the people and organisations around you

Then hand up all the post-its and draw up the action matrix (shown on the next page) on flipchart paper:

Now ask people to take a random post-it from the pile and read it out to the rest of the group and ask where to put it on the matrix. After all the actions are on the chart, as a group decide on what action you think is best for you.





Do: Take Action

	High Impact	Medium Impact	Low Impact
Simple			
Needs some work			
Quite tough			





Review "SPICES"

Social

- Relationships
- Communication Skills
- Other Cultures
- Community Involvement
- Promise & Law

Physical

- Eat Well
- Personal Hygiene
- Balanced Lifestyle
- How Body works
- Physical Limitations
- Health Choices
- Access Help

Intellectual

- Achieving Goals
- New Ideas/Creativity
- Learn from Decisions
- Team Member

Character

- Promise & Law
- Friends & Friendships
- Plan before do
- Ensuring Fairness
- Respect
- Differences & Views
- Following Dreams
- Live the Scouting Spirit

Emotional

- Aware of feelings
- Asking/Giving Help
- Responsibility for Emotions
- Controlling Emotions
- Going Further
- Beliefs & Values
- Developing Talents

Spiritual

- Promise & Law
- Impact on Environment
- Reflection
- Changing Beliefs





Review

What is Diversity?

Patrol Review

What can we do next?





Scouter Notes

These activities are about diversity. Perhaps, you might like to have related activities in the programme covering diversity in our area by asking a speaker in or through something practical like a cookery night or a cultural night.

In reviewing the activity, you should try to get the Scouts to think about the points raised. Perhaps, suggest they consider about some of the following:

- I know something I didn't know when I came in today
- I want to know more about this topic
- I will try to find out more about this myself
- I can see how this is relevant to my life in Ireland

In helping the scouts understand some of the themes that these games related to perhaps have them do a collage based on local newspapers around the diversity. This will help explore what diversity means in their area and perhaps get them thinking about who might not feature in the newspaper?

From the **SPICES**, parts of the **Social** and the **Emotional** areas are important. The activities serve as a good way of introducing programme that looks at other cultures and value systems. Also, by understanding diversity and inclusion they can appreciate their own and other cultures. The emotional part relates to the feelings that are prompted by the games. These are empathy activities that try to get people to understand what exclusion and discrimination feel like. How the scouts deal with these feelings is important.

