



LEARNING OBJECTIVES

Learn the different shades of meaning of European values
Experience the interdependencies between European values
Analyse conflicts between different values



GROUP SIZE / MINIMUM AGE

Up to 14 people per game
From 16 years old upwards



DURATION

120 minutes



KIND OF ACTIVITY

Simulation game



MATERIALS AND RESOURCES

Power Point presentation
Role profiles
Placeholders
Name tags
Scenario

OVERVIEW

The activity focuses on conflicts regarding values in the context of EU migration policies. The activity allows participants to learn that values are very often used to support different opinions / positions. The activity will deal, among others, with the concepts of human rights, freedom and security.

PREPARATION

The game is designed for up to 14 players, for a total of 7 teams consisting of 1 or 2 participants (you can set up more than one game if the number of participants is higher).

For each game prepare a table where six teams can sit. The seventh ("Value Watchers") will not sit at the table but will observe the other participants.

On the table prepare the placeholders of the different actors, and the name tags (to be handed out later).

IMPLEMENTATION

Introduction (20 minutes)

Welcome the participants and ask them to sit at the table.

Explain to the participants what a simulation game is and what it means to play a role. Using PowerPoint, introduce the game scenario.

Scenario

To reorganize the Mediterranean Sea rescue policy, the European Commission proposes to conclude an agreement on landings with the Libyan government. The agreement is strongly contested because Libya is accused of violating human rights in the refugee camps that already exist there. To gather opinions on the proposal, the European Commission has invited various civil society actors

(NGOs, think tanks, etc.) to consult. Some actors are in favour of the agreement, others are against it. Everyone's arguments, however, are based on values. Explain to the participants that they will be assigned different roles and that, during the activity, they will have to simulate the Consultations.

Game phase (60 minutes)

Distribute roles among the participants. Give each of them both a role profile a and a name tag.

The roles are as follows:

- » European Commission
- » Seahelp (Private organization)
- » Refugees 4 Justice (NGO)
- » Academy of the Occident (Popular Movement)
- » European Security Forum (Think tank)
- » Responsibility for Europe (Pan-European Association)
- » Value Watch

The observers of the values do not participate in negotiations. They observe the discussion. Tell those who hold this role to note down the value-related arguments and statements expressed by the different actors during the consultation. When consultations start, do not introduce the observers: it is important that the parties at the table do not know exactly what their role is.

Give participants ten minutes to read the role profile and assume the role, to fully adopt the attitude and positions that come with the role for the consultations with their partners.

At the end of the ten minutes, start the consultations which will take place in the form of a round table. Participants will have thirty minutes to express their opinion on the Commission's decision and assert their point of view.

In the end, leave the Commission five minutes to summarise what has emerged.

DEBRIEFING AND EVALUATION

After the game ask the participants to arrange themselves in a circle and start a discussion using the following three points as a basis for reflection:

First part:

General reflection on the game (10 minutes)

- » How did you feel about playing the role?
- » What were the particularly controversial aspects?
- » Were you able to find a common ground for discussion?
If so, why? If not, why?

Second part:

Report by Value Watcher and discussion (15 minutes)

- » Did you ever use values to support stakeholders' arguments on purpose? If so, why? If not, why?
- » Did you ever observe conflicting interpretations of the same value? (for example, the use of the word "freedom" by different actors in different contexts and meanings?)
- » Did you notice any values that may be interdependent and / or conflicting?

Third part:

Personal reflection (15 minutes)

- » Do you agree with what the Commission proposed?
- » In your opinion, is the European Union's border policy compatible with European values?
- » Do you think the agreement is consistent with Article 2 of the Treaty on European Union?

TIPS FOR FACILITATORS

Several round tables can take place at the same time. In this case make sure, you position the game tables at an adequate distance, so that the participants do not disturb each other during consultations. If you have more than seven but less than fourteen participants, make sure that the roles of European Commission and Value Watch are interpreted by different people.

Handout: Game materials

