Teacher's Manual

A Role-Playing Board Game to Provoke Ideas and Action for Social Change

Lesson Plan for Teachers

PowerTalk Board Game is best suited for youth above 15 years.

Younger children (13-15 years old) can play the game but will need more time and support to prepare for their roles.

For the students, who have already completed courses in Societal Studies, the game is more fruitful.

For all age groups an adult facilitator is needed to make sure the game is safe for all players as the topics are emotionally challenging.

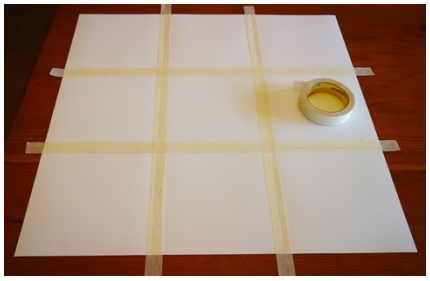
Please make sure that teams know that always have a possibility to change their Character into a more peaceful direction i.e. the Leader of Forest Land can start peace negotiations in the first round or Arms Dealer can decide to stop committing crimes and expose the corruption network in which he has been involved.

Learning objectives

1. PowerTalk is a strategy and negotiation game and **the learning objective** is to develop your argumentation and communication skills and your ability to critically analyze power balances in society and how to influence them.

2. **The goal of the game** is to influence other Characters and Public Opinion. When playing the pre-produced scenario players **learn about the negative impacts of illegal arms trade, corruption and organized crime to peace and security, sustainable development, democracy and human rights, and possible solutions for the prevention of firearms trafficking.**

Before playing the game, it is advisable to use some time for background work on arms trade in general and for example give the roles already in the previous class before the game session, so students can be more prepared.



*An idea to put your board together using masking tape

Lesson Plan 90 minutes

Preparations 30-35 minutes:

This includes 10 minutes introduction to the topic, if this is not introduced prior to this game session. *Timing depends a bit on the size of the group as well as on the speed of the facilitator and the students.*

10 minutes background on the importance of peace and security for sustainable development.

2 minutes: Facilitator explains the learning objective and goal of the PowerTalk board game.

8 minutes: Facilitator places the Board on the table for the group. Tables re-arranged so that all players can get around the Board. Facilitator explains how the Board functions and make sure that everyone understands it.

5 minutes: Facilitator provides an overview of the game scenario illustrating the relationships between the Characters, and hands out the game material to students.

5 minutes: Students team up (2 people per team, 3 people in one team, if numbers don't add up) and choose, which Character their teams represent.

2 minutes: Teams invent names for their Characters. It is important that the names are not the real names of past or present leaders or the names of the players themselves. Names are written on a piece of paper and attached to the Character Name Card on the table.

3 minutes: Teams place their Characters on Power Map according to the coordinates given in the background material of the arms trade scenario.

After 30-35 minutes of the preparations the game begins. 45 minutes of playing should be enough for three rounds especially with the smaller group (8 players). With 16 players the game might take 75 minutes.

Let-go-of-the-role exercise <1 min:

This is VERY IMPORTANT! After the game, the facilitator leads the "let-go-of-the-role" exercise and asks everyone to stand up and shake their body. Then everyone closes their eyes and is asked to think of their name (5 sec), where they are now (5 sec) and where they will go after this game session is over (5 sec). Then participants can open their eyes and sit down.

Wrap-up 10-15 minutes:

1 minute: Chairs are taken back to normal classroom setting.

2 minutes: Facilitator asks students to explain in their own words what happened in the game.

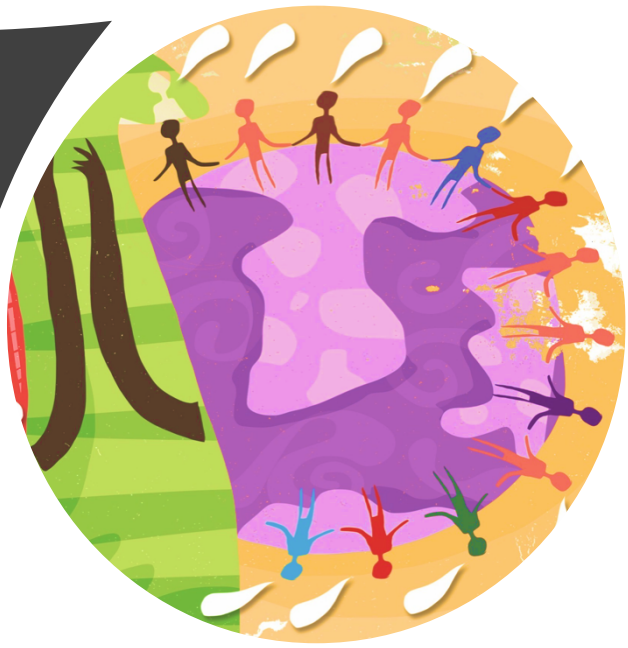
2 minutes: Students are asked to identify root causes of conflicts (individual work).

(optional) 2 minutes: Students share their results with their pair (someone sitting next to them, no longer the teams from the game).

2 minutes: Pairs share their ideas about the root causes of conflicts with the class and the facilitator writes them down.

2 minutes: Students are asked to identify ways to prevent conflicts and promote peace and security.

(optional) 2 minutes: Students share their results with their pair.

2 minutes: Pairs share their ideas of conflict prevention with the class and then facilitator writes them.

Make sure you have at least some ideas that promote conflict prevention yourself so that the class will end up in a positive note.