

Workshop



CREATE A NEW CULTURE!

Target group youngsters and young adults

Group size at least 15

How much time? 2-3 hours



preparation

How much time? 2 hours

Which material? cards, flipcharts, markers, questionnaire for an observer

objectives

creation of a new artificial culture

how to do it

All participants are divided in three groups, each of that has one observer.

Each group gets cards with instructions regarding their behaviour. They will get four tasks connected with the creation of a new culture. The fourth task will be fulfilled by a mixed group (actually three different cultures clash)

Task 1: The group will get to know new behaviour rules and consider how they will influence the behaviour.

Task 2: The participants come up with a culture myth of their folk and visualise it on the flipchart. Participants will learn to apply behaviour rules during this phase.

Task 3: The participants must “build” a town, in which all representatives of this culture feel good.

Task 4: All groups are to be mixed for this task. All participants from different cultures must build a new town, where all can live together. Since three groups have different rules, it can lead to misunderstanding and irritations.

Identity card 1:

Name: plain wolfs.

Behaviour rules:

- 1) You keep close body contact to each other and touch each other if you agree.
- 2) You never answer “yes” or “not”, but express your opinion very unclearly.
- 3) Time and punctuality don't play any role for you.

Identity card 2:

Name: Lemon sharks

Behaviour rules:

- 1) You like meeting to discuss something and quite self-conversation. If you meet smb. you give them your hand
- 2) You always use very definite “no”, even if you mean “yes”. Instead of agreement, you will bring up the case as your own idea the next time.
- 3) Time and punctuality are very important.

Identity Card 3:

Name: Paradise birds

Behaviour rules:

- 1) You keep distance to other people and never touch them.
- 2) You never use a word “no”, but you ignore things which you don't like.
- 3) You always have time for private conversation, but you want to see also results.

Task 1:

Read the rules and think over how you can implement them. You can try to apply your rules.
10 Minutes.

Task 2:

Produce a myth which explains the history of your culture and visualise it on a flipchart – 30 Minutes

Task 3:

Make a draft of a town, where the representatives of your culture live in. The draft must be understandable for other. Use one flipchart for visualisation in general and one for details. – 30 Minutes.

Task 4:

Because of a natural catastrophe all towns were destroyed. Now you want to build a new town, in which different cultures will live together. Use a flipchart for visualisation. – 30 Minutes.

Questionnaire for the observer:

Your task is to observe other players and give them feed-back at the end.

What should you pay attention for:

- to atmosphere;
- participation (who was dominant, who not)
- role allocation (who has ideas, who makes decision etc.)

Questionnaire for players:

- What happened as your group developed a myth?
- How did you feel in your new culture?
- What happened as you were constructing a town.
- How did the rules help you or was it obstacle for the team work?

