

APPENDIX I 'Karo meets Delta' – the intercultural learning game for workcamps

Introduction.

This information needs to be given to all the participants before the start of the game.

Somewhere on this Earth are living two different people: Delta and Karo. They are neighbours but they don't know each other. Between the two territories a big river is flowing.

As a result of changing of atmosphere conditions the river has dried up, later also most of the natural springs. Only in the territory of Delta exists one big spring.

The people of Delta are looking for to do something against this last spring drying up. People of Karo hope to get some water from another spring, which exists in another country.

Commercial travellers, visiting both people, tell people of Delta about building materials, which are in possession of the people of Karo. The building material is waterproof and would be qualified for building a roof for the spring in territory of Delta. The commercial travellers tell the people of Karo about neighbours - called Delta - who are in possession of water (spring), but they don't know to build a roof over the spring.

Now commercial travellers arranged for the:

- * Karo People to travel to the territory of Delta, and for them to build together a roof over the spring
- * Karo to take their building materials with them. Karo will get water out of the spring of Delta.

Information to be given to Karo people (This information is given to the Karo group only):

Information about Karo: You are a Karo-person;

- * The main thing for people of Karo is emancipation of women and men.
- * There is no division of labour. You are used to work together.
- * Working together is your insurance of existence of emancipation.
- * How to say "Hello": (director of game will show you).
- * You are not religious.
- * A long time ago you have learned to build waterproof roofs out of "papellium". You are able to bind "papellium" between a frame:
- * Your food is: vegetables, fruit. (Some years ago a Karo-person tried to eat meat and died.)
- * If the director of the game tells that it is lunchtime, remember that in your territory there will be food prepared for you.

Situation of Karo:

Soon you will travel to Delta-territory, to build a roof over the spring. Now you have to make plans for the construction of the roof over the spring. Take "papellium" and plans with you.

Rules of the game:

- * In Karo-territory you can talk to each other.
- * In territory of Delta it isn't allowed to talk!

Remember: Your main thing is emancipation. All people will work together and plan together.

After 20 minutes the director of the game will bring you to Delta-territory.

Information about Delta (Information to be given only to the Delta people)

You are a Delta-person:

- * People of Delta are descendants of Goddess « Delta ». You are very religious.
- * Only women can get help of Goddess if they make ritual dances. During those ritual dances men have to turn away (stay in your territory).
- * Men have to obey women. Only men have to do manual work.
- * Planning, controlling is women's work (with help of Goddess).
- * If somebody does something wrong women have to ring (make sound of the gong) and dance ritually.
- * The Delta - as sign of goddess - is your famous sign. All your buildings must have this sign to be able to have the protection of the Goddess.
- * Your food is: bread, milk, cheese and meat.

Situation of Delta:

- * You are waiting for the arrival of people of Karo and their building materials.
- * Women tell men how to build the roof for the spring. Men begin working.
- * While building women are drinking tea. Sometimes women have to control working men.

Rules:

If only Delta-persons are in territory of Delta (this room) you can speak to each other. When people of Karo arrive: speaking isn't allowed anymore!

Read the text.

Try to make ritual dances.

Begin with planning the roof for the spring.

When the director of the game is telling you about lunch-time you'll get bread, cheese etc.

Try living like Delta. (20 minutes)

These are the (secret) instructions for the game master/s.

Time for playing: 1,5 to 2 hours

Number of players: at least 24 (two groups with 10 persons each, 2 game leaders, two people who are watchers). There should be one leader in each group. If there are enough people it would be good to have two or more people who only watch what's going on. They don't play or comment on what's happening, but they should take note of the most important things they observe.

The things you need for the game:

First there must be two big rooms or separate spaces, so each group is able to prepare and study their rules of culture on their own. Each group only know their own culture. They do not know anything about the other culture. When together the two groups cannot talk to each other. If one group is in their own room (without visitors) they are allowed to speak.

Materials required for the construction:

- * Karo: toilet-paper (called 'Papeliu'), paper and pencils to design the construction, lettuce, vegetables, fruits, juice.
- * Delta: some broom sticks to build up the scaffolding/roof, some chairs, cord, adhesive tape, cheese, meat, some bread, something to drink, some papers.

The groups do not know that you have a timetable. You have to adhere to it after the groups have finished their preparations and all members know the rules of their culture.

Timetable:

1. Explaining, preparing and practicing the rules in separate rooms (20 minutes)
2. First meeting, starting work (30 - 60 minutes) The Karo group visits the Delta group. The leaders bring them together in the Delta area. In the Delta area it's not allowed to speak or write.
3. Lunch-time (10 minutes) The leader gives the signal. If the Karo group follows their instructions they have to go to their room, because only there they'll find something to eat (you have to put it there during their visit to Delta.) Lunch should take 10 minutes. After lunch the groups meet again in the Delta area. The Karo group is allowed to take some food with them.
4. Second meeting. The groups should finish building the roof. (20 minutes). End.

Questions for evaluation:

a) in separate groups :

1. How did you feel as a Delta/Karo?
2. What do you think about the other culture?
3. Did you find out the rules of the other culture?

b) together:

1. A Delta person explains the rules of Karo / A Karo person explains the rules of Karo.
2. A Karo person explains Delta's rules / A Delta person explains their rules.
3. In which culture would you prefer to live?
4. How did you get into contact?
5. Do you remember similar situations in visiting other countries or cultures?
6. Do you know of similar situations during workcamps?