

# Take refuge !

In te shoes of an  
asylum seeker !



2 - 4



8+



40 min



Jeu réalisé par des élèves  
du Lycée Classique d'Echternach (Luxembourg),  
de Gymnasium Carolinum de Neustrelitz (Allemagne),  
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ERAMUS +



# Take refuge !

You arrive in Belgium as migrating and you introduce an application for asylum. But before your demand is accepted, you will have to answer certain requirements and begin a number of steps.

"Take refuge!" A game is which aims to be close to the reality of an asylum seeker and which allows to discover the problem of the migrants in a simple and playful way.





# Game contents

- **GAME BOARD (ANNEX 1)**

- **4 MEEPLES**



- **A CHRONOMETER**

- **1 PACKAGE OF 20 CARDS MEMORY  
(ANNEX 2)**

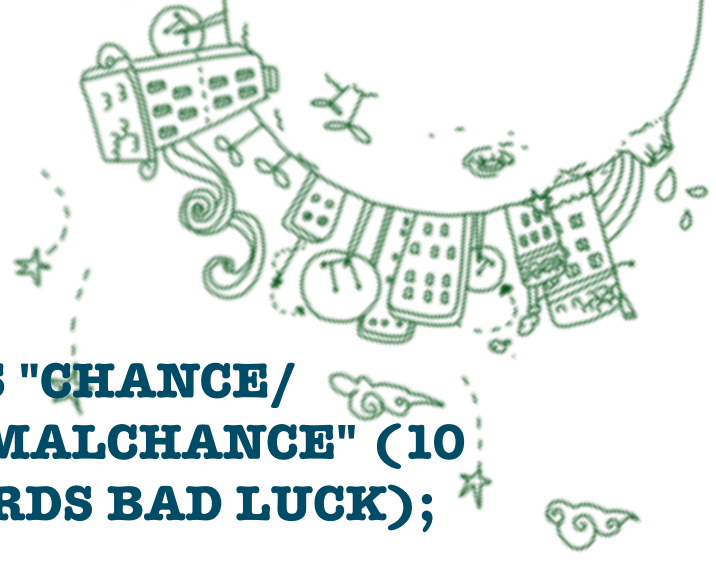
- **1 PANNEAU DES RÈGLES PAR ÉTAPES  
(ANNEX 3)**

- **4 GAMES OF SEVEN DIFFERENCES +  
CORRECTIVES (ANNEX 4)**

- **6 CARDS CONTAINING A WORD EACH IN  
VARIOUS LANGUAGES AND 6 CARDS WITH  
THE NAME OF THESE LANGUAGES (ANNEX  
5)**







- **1 PACKAGE OF 20 CARDS "CHANCE/ MALCHANCE CHANCE/MALCHANCE" (10 CARDS LUCK AND 10 CARDS BAD LUCK);**
- **5 CARDS WITH VARIOUS REGISTERED HOUSEHOLD CHORES (ANNEX 7)**
- **3 DICES OF WORDS (ANNEX 8)**
- **1 FABRIC**
- **8 PAPER SHEETS A4**
- **4 HALF-LEAVES**
- **4 PENCILS**
- **20 20 ANY OBJECTS**
- **4 PARTITIONS TO BE ARRANGED BETWEEN THE PLAYERS**





# Purpose of the game



Make a success of a maximum of stages (of mini-games) to hope that your refugee's status is recognized. For that purpose, you have to make a success at least of 7 stages on 11; otherwise, your demand will see itself refused.

Implementation of the game

# Implementation of the game

Arrange the game board in the middle of the players and put all the material necessary for arrangement of the quizmaster.

## **ATTENTION:**

20 any objects chosen by the quizmaster must not be seen the players. The quizmaster will thus place them under the end of fabric.

The corrective for the stage of the languages must too be kept out of sight players.

The heap of cards "Luck/Bad luck", the games of 7 differences and the cards of mimes must have returned dark side.



# Déroulement du jeu

Choose a **quizmaster**. This one will owe, throughout the game :

- read the "situation" and the "task" for every stage of the game ;
- supply to the players the necessary material for every stage ;
- time when it is about a stage with an allotted time ;
- count(record) the number of stages (blue compartments with a logo) that every successful player.

## The players :

Each places the pawn on the compartment "Application for asylum". When the part begins, the players move forward their pawn on the smaller, following compartment. The quizmaster consults then the panel to know what they have to make and explain to the players the task to be made. When the stage is ended, all the players pass in the following compartment. And so on. Everybody moves forward his pawn at the same time

When all the stages were realized, the players who made a success of least 7 stages on 11 see their accepted application for asylum and can thus go on the mauve compartment " YOU WIN ". Other players ( less than 7 successful stages) have to go on the grey compartment " YOU LOSE " and their application for asylum is then refused.

## Remark :

The bigger, pink compartments are just there to indicate you the part(party) of the process of application for asylum in which the players are. You should not stop above, but to go to the smaller and blue compartment according to.

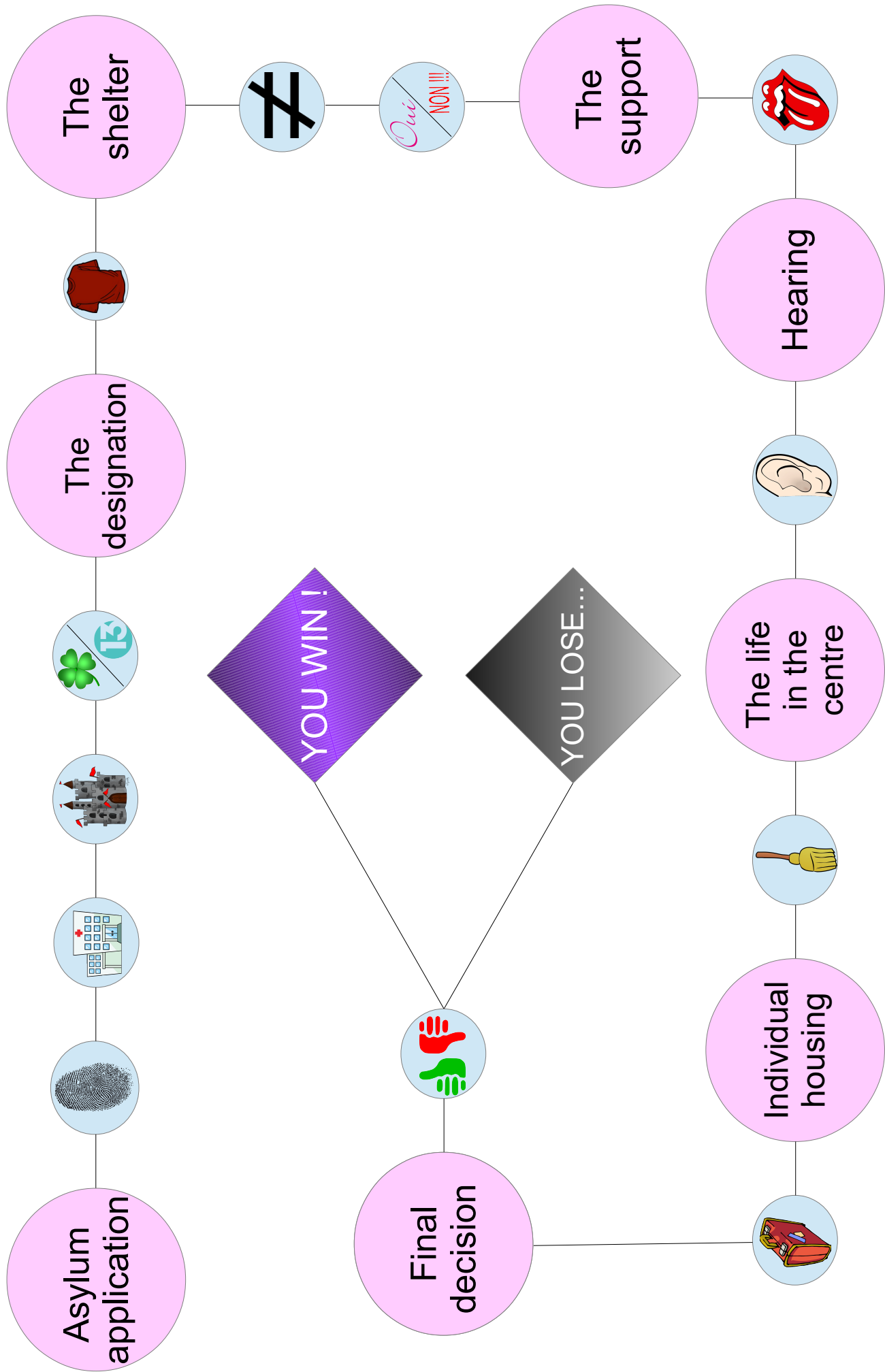


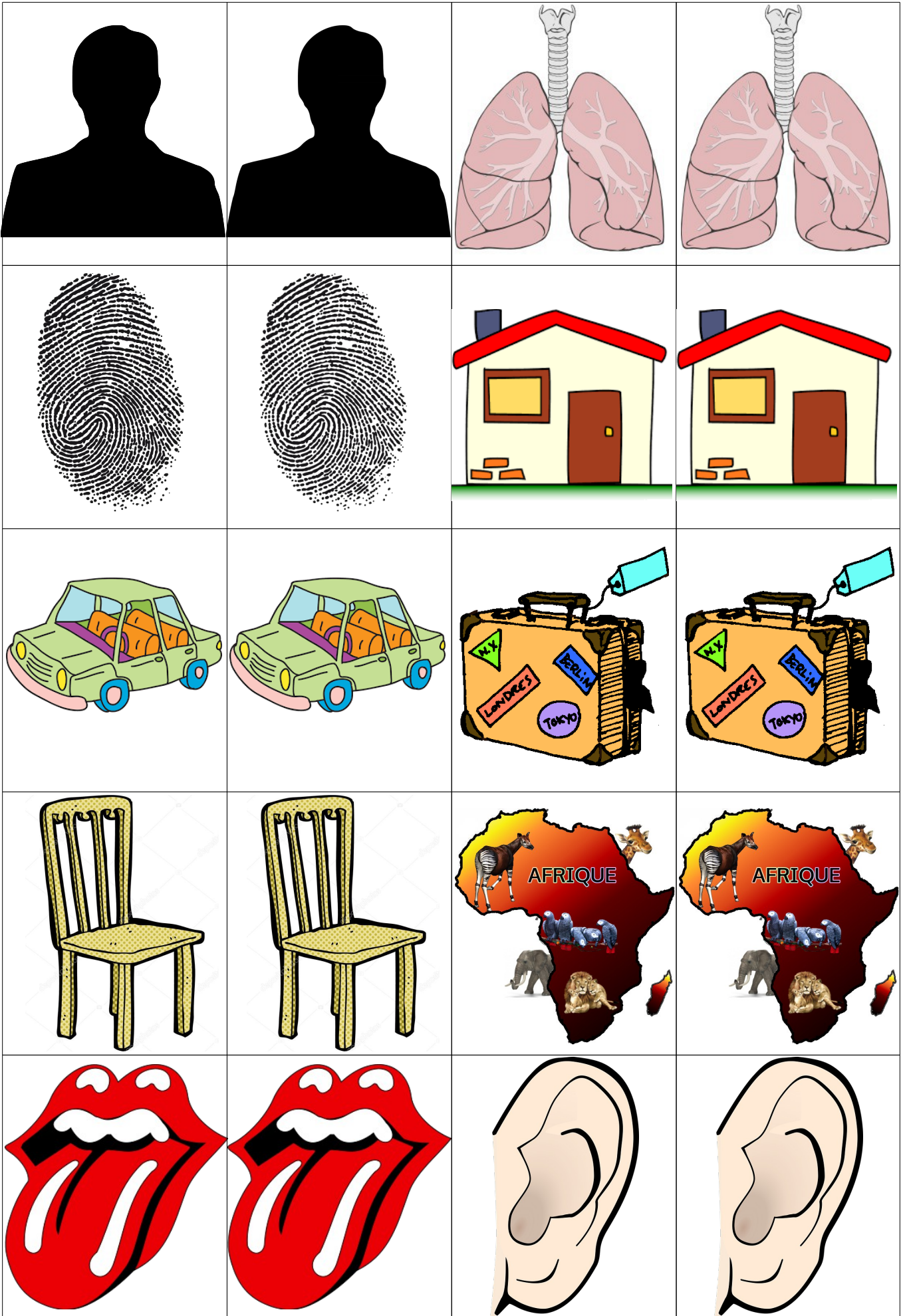
# End of the game





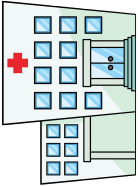
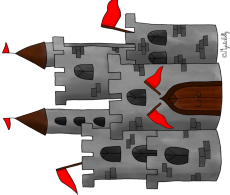


The game ends when every player knows finally if he is accepted as taken refuge or not. So when he arrived on the compartment " YOU WIN " or "YOU LOSE".





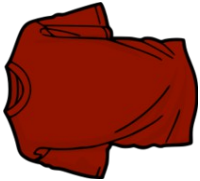








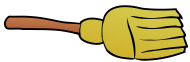

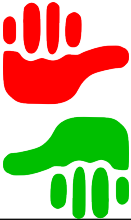
	<p><b>Situation:</b> You make record your application for asylum. Your photo, your imprints and a radio of your lungs are required.</p> <p><b>Task:</b> You have 60 seconds to find, in the "memory", only the following pairs: lungs, silhouettes and imprints. The players realize him each in their turn.</p>   
	<p><b>Situation:</b> You are subjected to a screening test of the Tuberculosis. If the test is positive, you are directly hospitalized.</p> <p><b>Task:</b> take a big inspiration, then expire by pronouncing the sound "aaaaaaah" as long as possible. (Min: 15 seconds). Do the each in your turn.</p>
	<p><b>Situation:</b> You have to supply the correct address of the place where you stay at the authorities of asylum so that they can contact you at any time.</p> <p><b>Task:</b> build a castle of sheets in floors. This one has to hold at least 5 seconds. You can cut and fold pieces of the size and the shape which you want. Watch out, you have 2 sheets in the size A4 which you have to use completely and you have only a single try.</p>
 	<p><b>Situation:</b> Do you come to a country considered as safe(sure) or not? If your country is not safe, you will be of advantage protected.</p> <p><b>Task:</b> Dig into the packages of cards "Luck/Bad luck". If you dig up a card " luck" (clover in 4 sheets), your country is not safe, you will thus be better protected. If you dig up a card "bad luck" (figure 13), your country is safe, you will not be under protection.</p>





	<p><u>Situation:</u> You go to receive the necessary material help (accommodation, food, clothes, support)</p> <p><u>Task:</u> Throw 3 dice of words at the same time. You have 30 seconds to invent a sentence or a story by introducing the words there which will display on dice (they correspond to the helps from which can benefit the asylum seeker). It is forbidden to resume the same sentence as another player.</p>
	<p><u>Situation:</u> In the reception center, you are responsible for the maintenance of your bedroom.</p> <p><u>Task:</u> Take one of the images at random of the game(set,play) of 7 differences. Find 7 objects being lying about(dawdling) on the image 1 and which disappeared on the image 2. You have 1 minute to manage to find these 7 differences.</p>
	<p><u>Situation:</u> ATTENTION! In the center, there is a regulation. If you do not respect it, you will be sanctioned.</p> <p><u>Task:</u> Play in "Neither yes nor no" in duel with the opponent in front of you. Your opponent has 2 minutes to try to make you say "yes" or "no" (for it, he discusses with you, asks you questions and you can never answer it by "yes" or "no"). If he reaches there, you do not respect the rule of "neither Yes nor no": you lose.</p>
	<p><u>Situation:</u> You are entitled to have an interpreter, in case you would not speak French.</p> <p><u>Task:</u> You have cards with the word "refugee" translated in various languages. And cards with the names of these languages. Associate every translation with the good language. (The quizmaster has a corrective to see estimating the success of this stage).</p>
	<p><u>Situation:</u> You have to have an audition to explain the reason why you left your country</p> <p><u>Task:</u> The opponent in your left has to put you 7 simple questions in a row. (Ex: how old are you? ; What language parlestu?; What sport do you practise? Etc.) Hold the order of the questions and answer it then in the good order when all were put you. If you do not answer in the good order or if you forget a question, you lose.</p>



	<p><u>Situation:</u> You cannot work at once. However you can make various household chores in him(it) Center in exchange for a sum of money.</p> <p><u>Task:</u> Mime the tasks registered on the card which you dug up at random. Your opponents have to guess them in 20 Assist or you will lose this stage.</p>
	<p><u>Situation:</u> After 4 last months in the community reception center, you can ask to be accommodated in an individual accommodation. You can thus pack your suitcase to move. Attention to forget nothing in the center!</p> <p><u>Task:</u> Master of the game (who prepares this event out of sight players) arranges 20 objects and recovers them then of a fabric tissue. Then, he reveals objects to the players during 30 seconds. At the end of 30 seconds, the quizmaster recovers again objects and the players have to rewrite on a paper sheet at least 15 objects which they will have been able to memorize (if certain players are little old, they can note only 10 objects). Those who reach make a success of this stage there.</p>
	<p><u>Situation:</u> You finally go to know if your demand of refugee's status is or not accepted</p> <p><u>Tâche:</u> Verify the number of stages where you failed. If you succeeded between 7 and 11 stages, your application for asylum is accepted and you are recognized as taken refuge. Thus go on the compartment " YOU WIN ". If you made a success of less than 7 events, your application for asylum is unfortunately refused. Meeting (appointment) on the compartment " YOU LOSE " .</p>











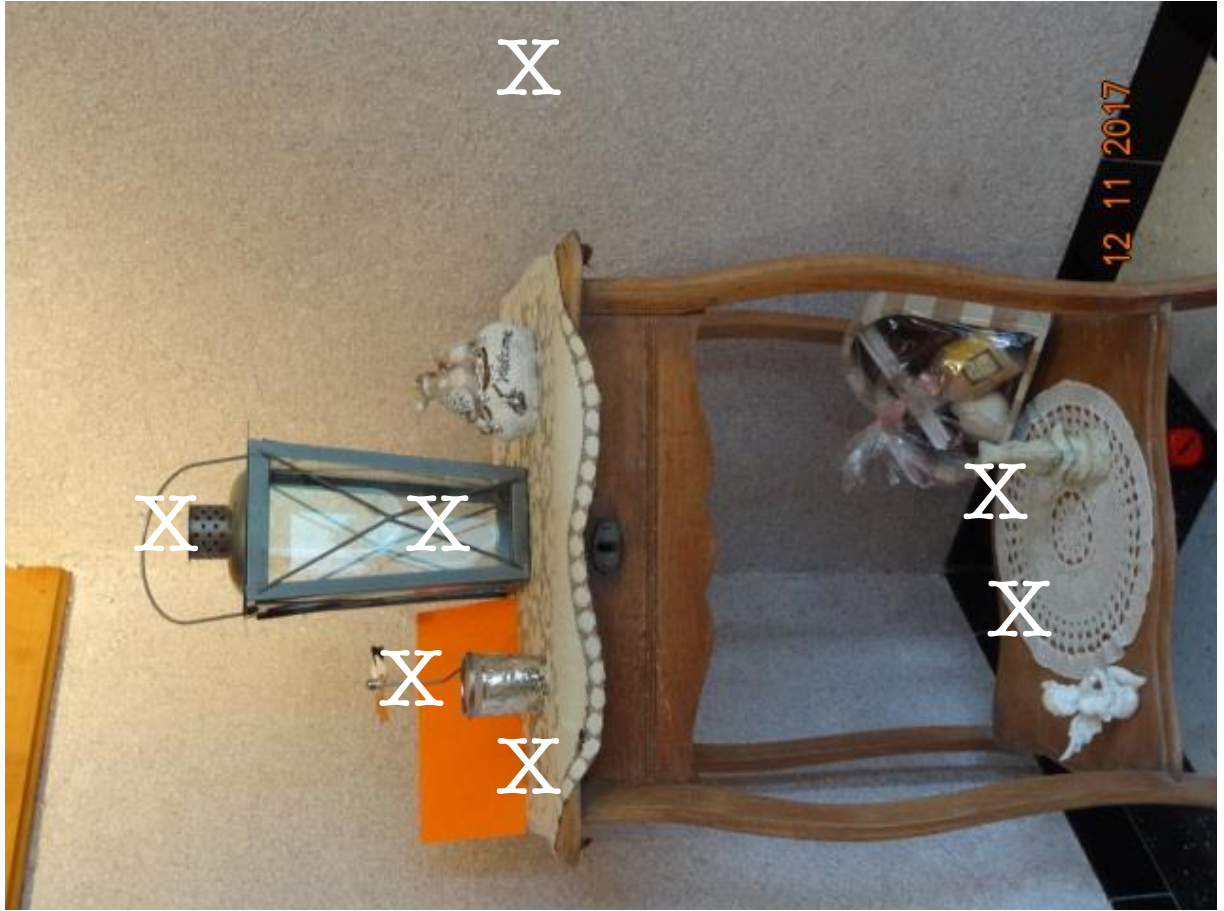
















Bengali	উদ্বাস্তু	German
Arabic	لاجئ	flüchtling
Kurd	penaber	English
Spanish	refugiado	refugee



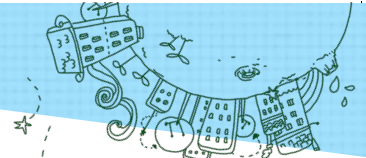


## Correctif: étape de l'accompagnement


- উদ্বাস্তু → Bengali
- لاجئ → Arabic
- penaber → Kurd
- refugiado → Spanish
- flüchtling → German
- refugee → English





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- To do the shopping
  - To do the dusting
  - Line-dry your


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- 
- To cook
  - To wash the window
  - To do the dishes

ERASMUS +

- 
- To fold the clothes
  - To water the plants
  - Check mail

ERASMUS +

- 
- Lay the table
  - Put the dustbin out
  - To clean the toilets

ERASMUS +

- 
- Sweep
  - To put away
  - Iron

ERASMUS +

ERASMUS +

ERASMUS +

ERASMUS +





