

Name of the intervention	Hiding Place Simulation
Tackled area (of our objectives)	<ul style="list-style-type: none"> To gain understanding about how our values and prejudices determine our decisions, actions and attitudes; To be able to make a distinction from values/positions that do not correspond to one's own and to be able to understand how not being tolerant towards other population groups may lead to conflict and dead-end situations with hard to find solutions. <p>4)</p>
FACE TO FACE TRAINING	
Recommended group size	<p>12-24</p>
Time frame <ul style="list-style-type: none"> Training of YW Implementing with YP 	<ul style="list-style-type: none"> Training of Youth Workers – 60 min Implementing with Young People – 90 – 120 min, depending on the variation of the game and size of the group
Materials required	<p>Printouts (1 page)</p>
How it works (description)	<ol style="list-style-type: none"> Introduction by the trainer: <p>„Imagine there is an island where a nuclear bomb fell. Only 10 people remained alive on the island, the land is so polluted that the people need to live for 6 months in a hiding place, which will secure their health and survival. After that period, they can go out of the hiding place, and will need to revive life and society, since no other people will visit the island for at least 100 more years. The hiding place unfortunately can only support 7 people. The group has to decide which three people remain outside. The decision must be taken democratically by all participants in the simulation (could be with 51% 70% or 100% - to be defined beforehand). Each of you will receive a list of description of the survivors on the island (Annex).“</p> The trainer gives time to the group (about 10 minutes) for every participant to make their own decisions, who should be left outside.

	<p>3. Optional: participants negotiate in small groups of 2-3 people about who should stay. We use this stage if the group is bigger than 12 people and then every small group has to elect one representative for the final discussion to present their decision. (15 minutes)</p> <p>4. The groups negotiate all together the final decision and vote. (No more than 30 minutes should be allowed for the discussion. The time frame should be set in advance) If the group has set a target for making a decision unanimously or with 70% majority and could not reach a decision additional negotiation time is allowed (15 minutes).</p> <p>5. Reflection:</p> <ul style="list-style-type: none"> • Every participant reflects for himself/herself on his/her choices. Tries to find out what values/prejudices have defined his/her choice initially. Why he/she has made/not made certain concessions in the subsequent negotiation. <p>The trainer leads a discussion on values. How we react when some of our core values and understandings are affected. How we should be able to understand the motives of the rest of the people in the group and be assertive but also respectful in such communication. Discussion can also be held on the process of democratic decision making.</p>
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ONLINE TRAINING	
Recommended group size	8-20
Time frame	<ul style="list-style-type: none"> • Training of Youth Workers – 60 min • Implementing with Young People – 90 – 120 min, depending on the variation of the game and size of the group
Materials required	Computer with internet access for every participant + access to Zoom or equivalent (https://zoom.us/) and Conceptboard or equivalent (https://conceptboard.com/).

	<p>Zoom is a tool for conducting online meetings, trainings, webinars. If you are using a basic account of Zoom, you will only be able (as per November 2020) to organize meetings for up to 40 minutes, when you shall have to renew the invitation to the participants. In Zoom you can schedule a meeting time for implementing the method and invite your participants to join. You can invite them by mail, skype, messenger or whatever online connection you have with them, by sharing the link with the invitation and the password for entering. In order to implement the method you shall have to enable in the settings of your Zoom account "Breakout Rooms" because you will need to separate participants to work in groups.</p> <p>Further information on how to use Zoom can be found here: https://support.zoom.us/hc/en-us?_ga=2.116606726.1483959916.1606148945-167915372.1605513350</p> <p>Additionally a Handout is distributed via Zoom chat or email: See Annex (1 page for distribution)</p>
<p>How it works (description)</p>	<ol style="list-style-type: none"> 1. The trainer holds the session online via ZOOM and reads the following Introduction: „Imagine there is an island where a nuclear bomb fell. Only 10 people remained alive on the island, the land is so polluted that the people need to live for 6 months in a hiding place, which will secure their health and survival. After that period, they can go out of the hiding place, and will need to revive life and society, since no other people will visit the island for at least 100 more years. The hiding place unfortunately can only support 7 people. The group has to decide which three people remain outside. The decision must be taken democratically by all participants in the simulation (could be with 51% 70% or 100% - to be defined beforehand). Each of the group members will receive via the chat or email a list of description of the survivors on the island (Annex).“ 2. The trainer gives time to the group (about 10 minutes) for every participant to make their own decisions, who should be left outside. 3. Optional: The trainer splits participants in small groups of 2-3 people and asks them to negotiate about who should stay. We use this stage if the group is bigger than 12 people and then every small group has to elect one representative for the final discussion to present their decision. (15 minutes)

	<p>4. The groups negotiate all together the final decision and vote. (No more than 30 minutes should be allowed for the discussion. The time frame should be set in advance) If the group has set a target for making a decision unanimously or with 70% majority and could not reach a decision additional negotiation time is allowed (15 minutes).</p> <p>5. Reflection: Every participant reflects for himself/herself on his/her choices. Tries to find out what values/prejudices have defined his/her choice initially. Why he/she has made/not made certain concessions in the subsequent negotiation.</p> <p>The trainer leads a discussion on values. How we react when some of our core values and understandings are affected. How we should be able to understand the motives of the rest of the people in the group and be assertive but also respectful in such communication. Discussion can also be held on the process of democratic decision making.</p>
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ANNEX		
List of people:		
Person	Individual decision	Group decision
A sixteen-year-old girl, not very intelligent. Dropped out of school and pregnant in the fourth month.		
A 39-year-old bodyguard, owning a gun. Fired from his job a month ago for excessive brutality.		
A 76-year-old Christian priest.		
A 36-year-old woman, doctor in physics and mathematics. As a result of an operation she cannot have children.		

<p>A 47-year-old virtuoso violinist, known also for alcohol and drug abuse.</p>		
<p>A 20-year-old gypsy boy. Just left the army service. No education or profession.</p>		
<p>An ex prostitute (female), 39 year old. Since 4 years does not work as prostitute and is engaged in ecology.</p>		
<p>World-famous architect, homosexual, 40 years old.</p>		
<p>26-year-old law student. Son of a member of the government. Muslim by religion.</p>		
<p>The wife of the law student (24-year-old). Has spent 6 months in a mental clinic. Heavily dependent on sedatives. The two of them refuse to separate from each other.</p>		