

<b>Title</b>	<b>“Parlamentira“</b>
Theme	Citizenship and Participation
Objectives	To inspire participants to become socially engaged, by exploring their strenghts and limits and making them aware, through a fun game, that active citizenship is a positive process both for the individual and society levels
Complexity (from 1 to 5)	4 (min. 2 facilitators)
Group size	Minimum of 25 up to 30
Participants	From 15 years old onwards
Duration	Explanation: 10 min 1 <sup>st</sup> stage: 30 minutes 2 <sup>nd</sup> stage: 30 minutes 3 <sup>rd</sup> stage: 20 minutes 4 <sup>th</sup> stage: 30 minutes 5 <sup>th</sup> stage: 20 minutes  TOTAL: 2 h. 20 m.
Overview activity (step by Step)	All participants will be given a role within the broad range of civil society actors. Once the starting point situation has been presented, they will have to first define and then defend their interests before the plenary with the aim of exploring creative solutions and coming to a final decision on a particular problem. Bringing together different interests, different levels of power, space and materials for creative participation will ensure a challenging but fun experience!
Materials needed	- Cards with description of roles and demands per group or character 2 rooms: - in 1st room: setting of chairs style parliament, 1 chair per person and table in front of the candidate and moderator. - in 2 <sup>nd</sup> room: 1 table per group and 1 chair for each ‘individual’.  - “Hammer” for the moderator  - Music  - Materials to present voting programmes (eg. Flipcharts, music, computer, ...)
Preparation before activity	Organize the scenario of Parlamentira. Put tables in small groups, and loose chairs for the individuals that are not within groups. Prepare materials that participants can use for their “election

	<p>campaigns” and ambient music – more or less stressful depending on the atmosphere you wish to create.</p> <p>Take a minimum of 15 minutes to do so.</p>
<p>Instructions</p>	<ol style="list-style-type: none"> <li>1. Divide the participants into smaller groups according to the roles, and hand them their respective cards with descriptive positions (See attachment 1).</li> <li>2. Explain the participants the issue under discussion (see attachment 2).</li> <li>3. After working in separate groups, the participants come back to the plenary to hear the politicians’ decision and the group presentations (see attachment 3).</li> <li>4. Participants will be told to prepare for the upcoming elections (see attachment 4).</li> <li>5. All participants meet at the final plenary (see attachment 5). Closing of the game.</li> </ol>
<p>Debriefing and evaluation</p>	<p>Questions:</p> <ul style="list-style-type: none"> <li>- How did you feel and why? (ask this question relating them to specific stages/events of the game)</li> <li>- Mention the difference of being within a group or “alone” as an individual. How did each feel? Did you cooperate?</li> <li>- Was it difficult to get into the role?</li> <li>- Were some roles easier to play than others?</li> <li>- Ask about the strategies they followed: how did they organize them and what did they find good-easy/bad-hard?</li> <li>- What do you think about the game on itself?</li> <li>- Do you think this game has links with reality? Do you remember any similar situation from your own experience or reading?</li> </ul>
<p>Tips for facilitators</p>	<ul style="list-style-type: none"> <li>- At least two trainers: one to explain the game and have an overview of what happens, another one to observe reactions, discussions, etc. and to stimulate* participants and manage possible conflicts.</li> <li>- In international groups, divide them according to mixed – nationalities in order to promote intercultural exchange. <ul style="list-style-type: none"> <li>- * Stimulate participants eg. by applauding, booing, demonstrating, making funny questions, trying to influence participants’ opinions during the campaigns (step 4).</li> </ul> </li> <li>- to increase the visibility of the players in the game, give each one a nametag with their role.</li> </ul>

	-Active music -Light
Suggestions for follow up	Give participants time on their own to digest what happened and decompress all tension accumulated during the game.
Ideas for action	Invite participants to go to the city hall and find out how you can participate, if and how they can create an association or participate in decision making.
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## PARLAMENTIRA

attachments for all steps of the game

### ATTACHMENT 1:

#### **GROUPS**

- Municipality (5 local politicians)
- Neighbourhood association (2 or 3 members)
- Informal group of youngsters (2 or 3 youngsters)
- Artist(s) (1 or 2)
- Real Estate Company (3 or 4 business men)
- Green Activists (2)
- NGO (2 or 3 members)
- Sports Club (2 or 3 members)

#### **INDIVIDUALS**

- Prostitute (1)
- Homeless person (1)
- University Student (1)
- Retired person (1)
- Parking guy (1)
- Reporter (1)

### **Municipality (5 politicians)**

You are politicians of a local municipality. You are entitled to decide the best for your city and your biggest concern is the population's general welfare. Read the positions from the different citizens and representatives of civil society regarding the use they want to give to the field. You will have to agree on a common decision and present it to the population justifying why you think it's the best, in terms of costs and benefits. Remember you will need votes in order to get the law to be approved. You have 20 minutes to arrive to a solution.

You also have to define roles within the group: one of you should be elected to be the moderator during the plenary sessions and another should be responsible to deal with the media, for example.

There is an abandoned field that belongs to the Municipality. A decision must be taken on how to use it. There are different options and some citizens or organizations have some ideas on what would be the right thing to build there, according to their needs and interests that might be overlapped.

You have to take all opinions into consideration, analyze the "pros and cons" and agree on a joint position.

There is an informal **group of friends** that have decided to fundraise and get support from the local population to create a playground in that place. Their plan is to build a small garden and a skating spot.

The members of a **Neighborhood Association** started complaining about urban problems, namely in finding places to park their cars. They believe that this abandoned field offers the best location to build a Parking and will also help ending criminality since it has been used for prostitution.

There is also a freelance **artist** that considers that you're not investing enough in Culture and dreams of creating a friendly and fashionable look to the city.

At the same time, the Municipality budget is really low and **Real Estate Company** has shown interested in buying the field to construct a building for top market apartments, with private gym, swimming pool and 2 floors of parking places for the owners. This is a good opportunity to the Municipality to solve some financial problems and at the same time invite new people to live in this part of the city.

You'll have to be careful, though, with some **Green Activists** who are spreading the idea of creating a garden in the field.

There's also a local **NGO** that have been developing a good work fighting poverty and social exclusion. They need a space to build a community centre and this field might be one of the options.

A **Sports Club** advocates, though, that a Sports Centre is more needed. The number of inhabitants is increasing and some of them have become very good athletes. The local basketball team is even competing at the national championship but there's no proper place in the city where they can practice.

**Informal group of youngsters (2 or 3)**

You are a group of friends that were born in this neighborhood. Since children, you have always played in that abandoned field and have now decided to fundraise and get support from the local population aiming at creating a playground in that place. You have all the money you need to build a small garden and a skating spot and need to convince the Municipality.

**Neighborhood Association (2 or 3)**

You live in the neighborhood. During the last years, many people came to live in the city and you started having serious urban problems, namely in finding places to park your car. Some people living in the area have tried to convince the Municipality of the need of creating a Parking and now you've decided to create an association to fight for that. You believe that this abandoned field offers the best location to build that Parking and will also help ending criminality since it has been used for prostitution.

**Artist (1 or 2)**

You are a freelance artist that dreams of creating a friendly and fashionable look to your city. You have some projects in mind and want to put some pieces of contemporary art in that field for open public. You don't mind doing it for free since you believe culture must be promoted. Your brother works for the municipality.

**Real Estate Company (4 or 5)**

You are Directors of a big Real Estate Company. You are interested in buying that field and construct a building for top market apartments, with private gym, swimming pool and 2 floors of parking places for the owners. Your investment will bring huge profits to the company.

**Green Activists (2 or 3)**

You are volunteers in an environment association. You are mostly concerned about preserving nature and would like to see the field used as a garden since there aren't any leisure green areas in the city.

**NGO (2 or 3)**

You work for a local NGO. Your mission is to fight poverty and social exclusion. You decided to create a community centre to host social intervention projects. This field is located in the ideal spot to build this centre.

**Sports Club (2 or 3)**

You are members of a local Sports Club. Although you promote different sports and have many people interested in your activities, you don't have a headquarters or a proper field to organize games. You have some very good athletes and your basketball team is competing at the national championship but you don't have a place for them to practice.

**Prostitute (1)**

You are a prostitute since you were young. You are a single mother and have a small child at school. You can't find a work anywhere else. In order to survive you've been prostituting and your regular clients know they can usually find you in that field. One of the politicians from the Municipality is one of your most loyal clients.

**Homeless Person (1)**

You were born in this city but you have lost your documents. You've been living on the streets for the past 10 years and your roof is an old car abandoned on that field. You finally got rid of your alcohol addiction thanks to the support of a local NGO. You want to restart a new life and find a job, but still need to find a place to stay.

**Parking guy (1)**

You are a legal immigrant who survives thanks to the tips you get when helping people finding places and parking their cars. You are entitled to vote on local elections but cannot be a candidate.

**University Student (1)**

You study Engineering and Urban Planning at University and have just arrived in the neighborhood. Your father owns a company that manages Parking. Your girlfriend is strongly involved in environmental campaigns.

**Retired person (1)**

You are an old person that has always lived in the neighborhood. You miss the times when this was still a small and safe village. Your children have grown up playing in the field but your grandsons don't have any place where to go after school or go for a walk during weekends. Since you are retired, you spend the all day feeding the pigeons by the window and know everything about everybody, namely that one of the members of the Neighbors Association is part of the Real Estate Company that wants to buy the field.

**Reporter (1)**

You are a freelance reporter and have been following the debate around the abandoned field. You work for a local tabloid who loves sensationalist news and scandals. Your role is to collect information and spread the news around all the participants. Find out all the gossips and strategies and think of creative ways to broadcast them.

**ATTACHMENT 2:**

There is a free field that belongs to the Municipality. It is being requested from different groups with different proposals about its future use. The task is to come to a decision on the use for that place. The participants will then have 20 minutes to read and understand what their roles are and define their strategy to advocate for their interests. They will be requested to elect a representative who will present their arguments to the others in 2 minutes.

**ATTACHMENT 3:**

Where the politicians announce and justify their common pre-decision regarding the use of the field. They will have 2 minutes to do this. The same amount of time will be given to each representative of the groups to present their concerns and suggestions – creativity should be encouraged. During this time, the trainer/s will try to ensure a dynamic atmosphere. They will not answer any questions from the participants once the game has started.

**ATTACHMENT 4:**

Participants will be told that anyone who obtains 7 signatures can candidate as politician for the upcoming elections (in 45 minutes). Participants can only choose to support one politician. They will have 30 minutes to pursue the strategies they find useful for their purpose (lobbying, alliances, performances...).

**ATTACHMENT 5:**

All legitimate candidates and politicians will present their programmes/proposals in maximum 5 minutes. Everyone (excluding candidates) will have the opportunity to vote for one, and the decision will be reached at through majority.