

# Suggested learning paths - Prejudices and stereotypes, Cultural diversity, Intercultural understanding

## Theme 5: Prejudices and stereotypes, Cultural diversity, Intercultural understanding

1. Opening to others - embracing diversity - Secondary education or higher education
2. Celebrate diversity - Secondary education or higher education

### 1) Opening to others - embracing diversity - Secondary education or higher education

Games: Stereotypes/Dixit/Dinstinct'Go, Stronger Together, Can You? The privilege game

Information: The topics addressed by this learning path are: discrimination, prejudices, Human rights, LGBTQ+ rights, gender equality, anti-racism. This learning path is very interesting and crucial to build a safer educational environment. However, if the various topics are not evoked before, and if the participants to the activities are not sensitized to these issues, games and linked interactions may be an occasion to face discriminating or oppressive behaviours. But we have to keep in mind that those behaviours are anyway existing in the reality field, and this precaution necessity should not prevent or discourage you to try to raise awareness about discrimination and stereotypes. The role of the teacher/animator is to reduce the risk to see bad behaviour happen, for instance by setting strict rules of expression and by evoking these topics with pedagogy, caring and expertise. Complementary activities may be watching the movie "Imitation Game" (Morten Tyldum, 2014) or 120 Beats Per Minute (Robin Campillo, 2017).

Competences:

- Values: valuing human dignity and human rights, valuing cultural diversity
- Attitudes: openness to cultural otherness, respect
- Skills: empathy, flexibility and adaptability, cooperation
- Knowledge and critical understanding: knowledge and critical understanding of the self

### 2) Celebrate diversity - Secondary education or higher education

Games: Assassin - Discovery Tour, Kosmopolit, Never alone (at home or in the computer room), Dixit

Information: How to organise an online-game session at school? You can split the class in two, one with you in the classroom playing board game, and the other group with a pedagogical assistant having clear guidelines in the computer room. Let's play for half an hour or 45 minutes and then exchange rooms. You may also require the help of the informatics department of your organisation. Advice on playing Kosmopolit: We advise that the waitress role is embodied by the most experimented player, the teacher or animator. This role needs indeed to know the game, and interact with the app. You can merge the role of the waiter-ress and the role of the Coordinator (Maitre d'Hotel). You can also play the game without headphone so every player can here the dish name out loud.

Competences:

- Values: valuing human dignity and human rights, valuing cultural diversity
- Attitudes: openness to cultural otherness, respect
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- Knowledge and critical understanding: knowledge and critical understanding of the self

### 3) Transversal path: Media literacy and digital citizenship (full online) - secondary to upper education

Games: Misclick, Post-Facto, Fake it to make it

Information: The topics addressed by this learning path are: media literacy, digital citizenship, online behaviour, fake news, critical thinking.