

Looking Out

Key Learning

To promote inclusion.

Goal Of The Game

To role-play a party and social interactions.

What You Need

Equipment

- Index cards or paper
- Music or singing

No. of players

- 6 or more

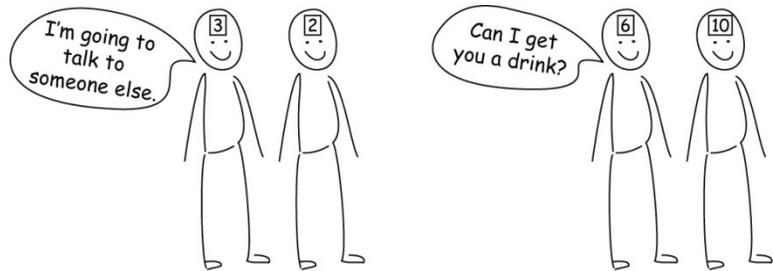
Opening Questions

- Have you ever been to a party or social situation where someone was excluded? What happened?

How To Play

1. Before the game, set up the room as if a party will take place. (For example, play music, arrange seating as if at a party, etc.)
2. Prepare small cards with the numbers 1–10 on them.
3. Tell players: “You have been invited to an important party. You’ve been looking forward to this party all year!”
4. Explain and demonstrate that:
 - You will tape a card with a number on each player’s forehead. This number tells others their social status. Number 1 is a low status (someone no one wants to be around) and 10 is the highest (someone everyone wants to be around). The smaller the number, the lower the player’s status.
 - The players won’t know what their own number is, but will see the number on others’ foreheads.
 - Each player must respond to the other players according to the numbers on their foreheads.
 - When the music starts, the party will begin.
 - Players should socialize and talk to each other as they would at a party.
 - When you stop the music, the party has stopped.
5. Stop the music after players have interacted with each other and have had time to get into their roles.
6. Mark a line on the ground from one side of the play area to the other. Explain that one side will represent Number 1 and the other Number 10. Ask the players to stand where they think their number is.
7. Once in position ask the players to take off their card, and look at their number.

Looking Out *continued*



Watch For

- Are players ignoring those with low numbers?
- Are players trying to be close to those with high numbers?

Discussion

Reflect

- For those of you standing close to the 10, why did you think you were a higher number? How did others treat you? How did you feel?
- For those of you standing close to the 1, why did you think you were a low number? How did others treat you? How did you feel?
- How about those of you in the middle?

Connect

- How was this party like real life?
- What are ways some children/youth in your community are treated negatively? (Ex., ignored, teased, isolated, bullied, called names, etc.)
- How do you think those children/youth feel?
- What are some things you have done to try to help include children/youth who are often excluded?

Apply

- Great leaders work to include others and recognize the good in people. What are some things you can do to include others?
- What do you think the benefits might be if everyone felt like a 10? (For example, happier and safer community, more fun, more ideas, less violence, people feeling good about themselves, etc.)

Looking Out continued

Variations

- Play the game 2 times. The second time, change the role.

Inclusion

- Refer to pp. 14–18.

**adapted from the Youth as Leader resource*