



Roleplay game

Let's put ourselves in each other's shoes!

The Aims of The Game



Raise awareness about sexual harassment as a form of violence against women and girls in private and public spaces. Increase visibility to increase people's ability to recognise and prevent this form of violence. The game provides collective tools for the general population (boys, girls, teenagers, young people) to contrast sexual harassment.



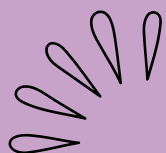
US AND THEM



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crisis



THE PURPOSE OF THE GAME



Stimulate debate about situations containing gender-based violence



Think critically about sexual harassment in public and private spaces

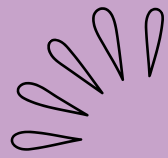


Recognise and identify the contexts and situations surrounding sexual harassment and the players involved in sexual harassment.



Develop tools to identify and address gender-based violence that focus on sexual harassment





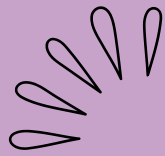
CONTENTS



- Three sets of different coloured cards (6 cards for each group)
- Enough pairs of purple glasses for the number of people participating
- Pencils

El acoso sexual



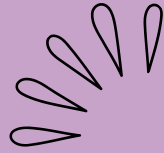


Step 1

Form groups of 6 people. The number of groups is determined by the quantity of people involved in the activity.

Define the roles in each group. Choose a person to be the spokesperson and notetaker of important moments that take place during the game.





Step 2



Give each group *one roleplay game with 6 blank cards*, so that the group can identify a sexual harassment situation that's relevant to their context..

Ask the group to define the following roles:

Agressor

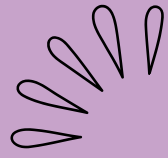
Victim

Abusive situation

Environment/place

Observer





Step 3



Characters 1 and 2 act out the situation described in cards 3 and 4. *Maximum amount of time: 15 minutes per group.* In this way the different situations of abuse can be re-enacted.

The spokesperson stops the discussion that's being acted out after 15 minutes and invites the participants to exit their roles and put on the purple glasses to fill out Card number 6 (this is a collective decision). *Maximum time: 15 minutes.*





Step 4



Conclude the activity in the whole big group so that everyone can share the different emotions that emerged during the role play scene and reflect collectively on all the different situations that were acted out to inform the content of Card number 6.



CARD 1



Character 1

Agressor

CARD 2



Character 2

Victim

CARD 3



Sexual harassment situation

CARD 4



Setting

Private/public space

CARD 5



Observer

What would you do to change the situation you just witnessed?

CARD 6



Collective decision

Think of two collective strategies to address the sexual harassment that has been acted out during the roleplay.



This activity was created on the *Us and Them* project and involved young women from Palermo, Italy and Salamanca and Madrid, Spain. These women took part in an international job shadowing mobility at Corporación Amiga Joven in 2023.

In 4 experiential workshops based on community education and roleplay methodologies, participants reflected on questions about different social political issues that they had experienced in first person. They also reflected on the group dynamics that were created during their intercultural exchange in the project.