

Bonus Activity:

BARNGA

BARNGA places people in a situation where they experience the shock of realizing that in spite of many similarities, people from another culture have differences in the way they do things.

Description

- Players form 6 (or less) groups of similar sizes (3-6 players) and sit at a table where there is a deck of cards.
- Players are given a few minutes (about 5) to study the rules and practice playing “Five Tricks”.
- Once everyone has the hang of it, the facilitator collects the rule sheets and at the same time imposes a strict command of “**no verbal communication.**” This means
- that players may gesture or draw pictures if they wish, but may neither speak
- (orally or by signing) nor write words.
- The facilitator then announces a tournament.
- Players take turns leaving their home table and moving to another
- They sit down at their new table and begin at once playing “Five Tricks.”

- Each round lasts a few minutes. When the facilitator indicates it, the players move
- tables according to this scheme:
- The player* who has won the most games during the round moves up to the next highest numbered table; (*if there are 5+ players per table, 2 players move)
- The player* who has lost the most games during the round moves down to the lowest numbered table (*if there are 5+ players per table, 2 players move)
- When it is time to finish the game, the facilitator organizes a debriefing. It should be allotted about half the total time of game.

Discussion questions

Reflect

What did you expect at the beginning of the game? What did you think or felt while playing? What were your greatest successes / frustrations? How did not being able to speak contribute to what you were feeling?

Connect

What was going on? When did you realize that something was wrong? How did you deal with it?

Apply

What specific real-life situations does Barnga simulate? Have you ever had an experience where there was a rule difference you didn't know about? How does this game focus our attention on the hidden aspects of culture? What is the most important thing you have learned after playing Barnga?

Facilitation notes

- The scoring begins at the start of the Tournament.
- Game Winner: The player taking the most tricks in the *Game* (one “hand”.)
- If a game is not complete when the Round ends, the play winning the most tricks so far in the game wins that game.
- Round Winner: The player winning the most games in the *Round*.
- (Ordinarily, several *games* will be played during a *Round*).

Number of Teachers or Coaches	1-2
Number of Students or Athletes	9+
Typical Age Group	14-18
Time Needed	Classroom
Space Needed	40sqm
Materials Needed	6 tables (or less if the group is too small) for each table: a copy of the rules for that table per player a deck of cards (use only A-10, no face cards)
Activity Objective	Understand and reconcile differences Experience cultural differences Discuss inclusion and integration
Related Units	2&3
Related Learning Competences	Critical thinking, communication, respect, trust and active listening