

Title of the activity : Albatros Culture

For who : +15

Duration : 1 h 30 mn

Number of players : 10

Place : in a decorated room

Characteristic :

- learning focused
- interactive
- surprising

Type of game : role play

Educational interest :

-awareness about different cultures

Materials :

- face painting crayons and costumes for the king and the queen of Albatros cultures
- materials to decorate the room
- a plate with something small to eat and glasses of water
- half the number of chairs than the number of participants

Goal :

To understand the differences between cultures, experience living in another culture, understanding how to overcome ethnocentrism

Method :

The participants are made to simulate entering a culture where the King and the Queen have different rituals that they have to follow and copy. The culture is showing the relationships between men and women showing a different report of power that what we are used to in our culture. In the end, the participants find out that they have entered a culture in which women are superior to men, even if in the beginning their image was exactly the opposite (women without shoes, sitting on the ground, feeding the men, etc).

Link or picture :

