



TOGETHER

Project Number: 2019-1-PT01-KA203-060772

Can I come in?

Link: https://www.coe.int/en/web/compass/can-i-come-in- [with minor adaptations]
Group size: 6 - 20 persons
Duration: 60 minutes
Objectives: <ul style="list-style-type: none">• To develop knowledge and understanding about refugees and their rights.• To practise skills to present arguments and make judgements.• To promote solidarity with people who are suddenly forced to flee their homes.
Description: <p>This is a role-play about a group of refugees trying to escape to another country. It addresses:</p> <ul style="list-style-type: none">• The plight of refugees• The social and economic arguments for giving and denying asylum <ol style="list-style-type: none">1. Explain that this is a role-play about a group of refugees fleeing their homeland who wish to enter another country in search of safety.2. Start with brainstorming to find out what people know about refugees. Write the points on a large sheet of paper or flipchart to refer to in the discussion later.3. Show people the set-up and explain the scenario. Tell them that they are on the border between countries X and Y. A large number of refugees have arrived. They want to cross into Y. They are hungry, tired and cold and have travelled a long way from their home countries, P; Q and R. Some have little money and only a few have identification documents or passports. The border officials from country Y have different points of view about the situation. The refugees are desperate and use several arguments to try to persuade the border officials to let them in.4. Divide the participants into three groups: one group to represent the refugees, the second group to represent the border officials in country Y, and the third group to be observers.5. Tell the "refugees" and the "border officials" to work out a role for each person and what their arguments will be. Advise the observers about giving feedback. Distribute the role cards (available on the activity's website) and give people fifteen minutes to prepare.6. Start the role-play. Use your judgement about when to stop, but about ten minutes should be long enough.7. Give the observers five minutes to prepare their feedback; then start the debriefing and evaluation.



Co-funded by the
Erasmus+ Programme
of the European Union

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



TOGETHER

Project Number: 2019-1-PT01-KA203-060772

Debriefing - Evaluation:

Start by asking the observers to give general feedback on the role-play. Then get comments from the players about how it felt to be a refugee or a border official, and then move on to a general discussion about the issues and what participants learnt.

- How fair was the treatment of the refugees?
- Refugees have a right to protection under Article 14 of the Universal Declaration of Human Rights and under the 1951 Convention Relating to the Status of Refugees. Were the refugees given their right to protection? Why/why not?
- Should a country have the right to turn refugees away? When? For what reasons?
- Would you turn someone away if you were a border official? What if you knew they faced death in their own country?
- How are refugees met at the borders of your country? Are any of their human rights being violated? Which?
- What can and should be done to stop people from becoming refugees in the first place?



Co-funded by the
Erasmus+ Programme
of the European Union

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.