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| Brief description |  | The participants play a dice game in small groups without initially knowing that different rules apply in each group. As the winner or loser changes the group each round, irritations increasingly arise. |

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| Goals |  | * The participants playfully experience coming into a group for the first time.
* The participants reflect on their own handling of insecurity, power and self-evidence.
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| Time |  | Approx. 60 min. |
| Method |  | Culturally unspecific;interactive |
| Material |  | * Worksheets Rules of the game
* Dice and dice cups
* Paper and pens for the participants
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| Implementation |  | The trainer divides the participants into small groups. Each group has its own table with the rules of the game, a dice cup with dice, paper and pens.Rules of the game * Once all groups are seated, no more talking or writing is allowed.
* The participants read the rules and play a practice round.
* Afterwards, the trainer collects the rules and the actual game starts. The group members roll the dice five rounds at a time and then add up their points.
* The winners of a group with the highest number of points move clockwise to the group at the next table and continue playing there.
* After the second round, the losers (lowest score) move counter-clockwise to the next table.
* After the third round, the winners move back one table and the losers move forward one table.

Evaluation in the plenaryThe trainer explains that there were different rules per table and a different logic as to which person starts the game. She then collects feedback on the following questions:* What did you notice while playing?
* How did those who changed tables feel? What feelings did you have? What strategies did you develop? What did you specifically do in the situation?
* How did those feel whose group had new members? How did you feel about it? What did you do concretely?
* What rules were ultimately played by? How was this implemented?
* How did you communicate with each other, since you were not allowed to speak?
* Do you already know this experience from your everyday life? When were you once in a group and/or situation where you were not immediately familiar with the rules?
* What does this mean for the integration of new colleagues?
* How can you support them in getting to know the rules?
* How can you develop new rules together?
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| Notes |  | The virtual variant of Barnga is called "roll the dice" and can be implemented online. |
| Source |  | IQ Fachstelle Interkulturelle Kompetenzentwicklung und Antidiskriminierung (ed.), Andrea Voigt, Erfolgreiche Integration von internationalen Fachkräften in KMU, Munich, 2021 |

## Task

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| Rules of BarngaBelow you will find four different variants of the game rules. Deal out one variant per table.**Set of rules 1:**RulesThe person with the darkest hair at the table starts and may roll twice each time it is their turn. **6** On a **6** you may roll the dice again and write down both scores! **5** On a **5** the next person must sit out! **3** On a **3** you get to write down 10 points! **Set of rules 2:**RulesThe person with the lightest hair at the table starts and may roll twice each time it is their turn. **3** On a **3** you may roll the dice again and write down both scores! **4** On a **4** the next person must sit out! **2** On a **2** you get to write down 10 points! **Set of rules 3:**RulesThe person with the shortest hair at the table starts. **5** On a **5** you may roll the dice again and write down both scores! **1** On a **1** the next person must sit out! **6** On a **6** you get to write down 10 points! **Set of rules 4:**RulesThe person with the longest hair at the table starts. **4** On a **4** you may roll the dice again and write down both scores! **2** On a **2** the next person must sit out! **1** On a **1** you get to write down 10 points!Quelle: Reindlmeier, K. 2010, quoted in Andrea Voigt, Erfolgreiche Integration von internationalen Fachkräften in KMU. In: IQ Fachstelle Interkulturelle Kompetenzentwicklung und Antidiskriminierung (ed.), Munich, 2021.  |