

Uoo

No More Walls

*Breakout about borders
and migratrions*

Teacher Guide

School
breakout

Universitat Oberta
de Catalunya

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1. Introduction

This breakout scenario was devised by a team of researchers from the Faculty of Information and Communication Sciences at the Universitat Oberta de Catalunya (UOC). It is intended to be a fun activity for teachers to do with their secondary school students to address the topic of walls and migratory movements.

Characteristics

Age: 12 to 18 years.

Number of players: one class (maximum 30 students).

Duration: roughly 45 minutes of gameplay plus 15 minutes for discussion.

Format: introduction video about the topic, the game objective and the rules, as well as a countdown clock.

Subject area: borders

Keywords: borders, Schengen, Fortress Europe, violence, migration, refugee, right to asylum, virtual walls, ideology.

Overview

Players will discover the meaning of "border" in today's globalized society, breaking through physical, mental and virtual walls to achieve victory. The common objective will be to open a chest that's secured shut with as many locks as there are groups (1-6). Each group will work to attain the correct combination to open one of the final locks.

Optional: To make sure no one falls behind, when one group passes all their challenges and obtains the combination for their final lock, the members can join the groups that have some ground to make up.

Learning aspects

This breakout was designed to encourage players to work as a team to pass a series of challenges that will guide them on a path of learning. Along the way, they will begin to

understand a series of theoretical concepts related to migration and the social, political and economic problems involved in its management.

Suggested space

The breakout was designed to be played in the classroom, with students divided up into anywhere from 1 to 6 equally sized groups. Students should have enough room to work comfortably. Group members will be responsible for organizing themselves. Not only will this encourage autonomy, it will motivate the groups to devise the strategy that best allows them to work decisively towards their objective.

2. Game set-up

Materials (per group)

- Messenger bag or briefcase that can be secured shut using two 4-digit combination locks
- Political world map (print on A3 paper and laminate)
- UV blacklight torch
- Invisible ink pen (for game set-up only, not to be used by players)
- Numbered Jenga game (the blocks come numbered from 1 to 54; the teacher should mark each one with any random letter, except for these blocks, which need to be marked as follows: 2 A; 51 L; 7 D; 22 E; 36 A).
- 2 double-zip portfolios that can be locked with a letter dial combination lock and a 3-digit combination lock
- 1 5-letter dial combination lock
- 2 4-digit combination locks
- 2 3-digit combination locks
- 1 mini MP3 player with 5 audio tracks
- 2 pairs of headphones
- 1 Y-shaped headphone splitter
- Game cards for challenges 1, 2, 3 and 4 and for the final challenge (print on A5 coloured paper and laminate)
- Game cards with clues for each challenge (print on A5 coloured paper and laminate)
- 1 small piece of paper for the mirror challenge (print on A5 paper or smaller)
- Map puzzle (this is a numbered map of Europe; print on coloured A3 foam core board and cut into differently shaped pieces)
- 1 file showing the news items for challenge 3 (print on A4 paper in black and white)
- 1 airport transparency (print on a piece of transparent acetate the same size as the file, then cut it into puzzle pieces)

- 1 photo of an airport terminal (print in black and white, then use the UV pen to mark the photo as described below):
 - Find the man closest to the boy and colour in the man's eyes.
 - Find the man below the sign for the WC, colour in his hand and write the number 3 next to it.
 - Find the woman closest to a suitcase, colour in her hand and write the number 5 next to it.

Once you've finished, mark the other people's hands, feet, eyes, etc. with the remaining digits anyway you want.

- 1 hasp clamp (same for all the groups) big enough for the 6 final locks
- A prize or award (chosen by the teacher and locked inside the final chest)
- 1 answer key for the teacher (print on A4 paper in black and white)

Classroom equipment

- Paper and pens for each group
- A screen or projector with audio to show the introduction video, which provides the instructions and displays the countdown clock

Teacher equipment

- Answer key
- Clue cards for each challenge, to be given to the groups if they need a nudge in the right direction

Game set-up (10-15 minutes)

- Set up each table or work station with a messenger bag, a political world map, paper and a pen.
- Place the game cards for challenge 4 and the final challenge (one final challenge card per group, since each one is different), the UV blacklight torch, the airport terminal photo and the pieces of the airport transparency inside the portfolio and secure it shut with the 3-digit lock, the combination for which must be set at 743 (the answer to challenge 3).
- Place the game cards for challenge 3 and the news items in Braille inside the other portfolio and secure it shut with the 5-letter dial combination lock, the combination for which must be set at ALDEA (the answer to challenge 2). Then put both portfolios inside the messenger bag, along with the Jenga game, the MP3 player, the headphones and the game cards for challenge 2.

- Secure the messenger bag shut using the two 4-digit combination locks, the combination for which must be 8694 and 4968 (the answers to challenge 1 and the mirror challenge).
- In the messenger bag's outside pockets, which players can open from the beginning of the game, place the map puzzle pieces, the game cards for challenge 1 and the small piece of paper for the mirror challenge.
- Set the final chest on a table in the middle of the room. Since this is the object that the groups are all working towards opening, secure it shut with a hasp clamp and as many locks as there are groups, using the following combinations in the order in which they appear: 380, 238, 269, 250, 246 and 222.

Game reset (15 minutes)

- Replace any paper with students' notes on them with fresh sheets.
- Set the video to play again from the beginning.
- Close the final chest (with a new prize or award inside) using a hasp clamp and as many locks as there will be groups in the next class.
- Put the messenger bags back together following the set-up instructions above and place one bag and one political world map on each table or work station.

Let the breakout begin

To get students' minds in the game and introduce them to the topic, you should show the introduction video, which covers the rules and displays the countdown clock. The video goes as follows:

"Since the beginning of history, Europe has been plagued by conflict. One of the after-effects of the Second World War was the onset of the Cold War in 1947. The political clash fractured Europe into two blocs; the Berlin Wall, which split Germany down the middle, became a sturdy reminder of this division. Despite the Cold War, the countries of Europe exhibited their willingness to band together and support one another by creating the European Economic Community in the 1950s. Years later, encouraged by the fall of the Berlin Wall in 1989, they would finally establish the European Union and the Schengen Area in the 1990s.

The Schengen Area is the result of an agreement amongst all the European Union Member States, as well as Norway, Sweden,

Liechtenstein and Iceland, allowing the citizens of these nations to move freely within the signatory countries. For all practical purposes, there are no borders. This guarantees people their right to free movement.

However, challenges arising in recent years have called this seemingly perfect situation into question. Growing conflicts and inequalities in the world have caused many people to flee their homes to escape war, poverty, and persecution for their beliefs or gender.

As a result of this massive wave of refugees, 2012 saw more stringent border controls put in place and physical walls erected. The goal? To curb the arrival of immigrants.

The so-called refugee crisis caused serious turmoil in Europe, especially from 2015. People simply could not agree on how to manage it. Besides the onslaught of physical borders, countries began to increasingly rely on virtual walls, or those which harness technologies to halt immigrants' passage over a border. Meanwhile, mental walls created by the prejudices of European citizens from the countries welcoming refugees and the upsurge in ultra-right ideologies gave rise to the concept of 'Fortress Europe' and put the spirit of the Schengen Area to the test.

To begin the game, search the messenger bag on the table in front of you for clues. Please follow these rules:

- Work as a team to pass the various challenges that you'll come across throughout the game.
- Every object and combination has one single purpose.
- At no time will you have to use strength or force on any game item.
- If you find yourselves stumped and cannot continue, ask for help.

- After all of the challenges, each team will attain a number combination that will open one of the locks keeping the final chest closed shut. If you unlock yours earlier than the rest, give the other teams a hand.
- You will have exactly 45 minutes to finish the game.

Good luck. Your time starts NOW!"

Here's how the breakout should go

Once the clock starts to count down, the teams should begin to work with the items on their table to discover and pass the different challenges.

- In challenge 1, they will have to figure out what country two refugees are headed to. To accomplish this, they will first have to put the pieces of the puzzle they find in the messenger bag back together to reveal the European map. Then they will use this map and the political world map on the table to follow the clues on the game cards, which indicate what countries the refugees cross. When they figure it out, they can use the combination to open one of the locks keeping the messenger bag shut. They can obtain the combination of the second and final lock on the messenger bag by looking at the small piece of paper in the mirror.
- In challenge 2, players will follow instructions to build a wall of blocks using the Jenga game. When the wall is up, they should listen to the Morse code in the audio tracks on the MP3 player to find out which blocks will get them the answer they're looking for. If they locate the right blocks in the right order (the same order as the audio tracks), they'll be able to put together a combination of letters to unlock one of the portfolios.
- In challenge 3, players will use the Braille alphabet to translate the news items in Braille and discover which three texts constitute a mental wall. If they put them in the order indicated on the card, they'll get the three-digit combination they need to open the other portfolio.
- In challenge 4, they will have to locate three passengers in the airport terminal photo by following the directions written in invisible ink. Their UV blacklight torch

will come in handy for this task. The number they obtain in their respective final challenge should then be added to or subtracted from the resulting biometric combination. This will be the combination they need to unlock their part of the chest.

Time to discuss and debate

The aim of this part of the activity is to encourage students to find a correlation between the fun game challenges they just overcame and the educational content provided on each of the game cards. Approaching the content in a practical way first will provide students with the scaffolding they need to more easily engage with and grasp the theoretical concepts that you are going to explain to them.

For further scaffolding, you may have your students watch one of the films at home or in class. The activity could lead to a discussion or debate regarding what they saw in the film, which will serve to reinforce their understanding of the content.

Lastly, students should be given the floor to comment on what they found to be the most difficult to understand or overcome, or on how well they believe they worked as a team, how they helped the other members and when they needed help themselves. You, in turn, may choose to foster a joint reflection on particularly uncooperative or, contrarily, proactive attitudes. Pointing out these aspects may help to enrich future teamworking experiences.

Recommended time for discussion and debate: 15-20 minutes.

3. Answer key

Challenge 1

FIRST LOCK (THE REFUGEES' JOURNEY)

COMBINATION: ACCORDING TO THE ORDER ON THE CARD, 8593.

- FINAL DESTINATION COUNTRY → AUSTRIA → 8
- SECOND-TO-LAST COUNTRY → HUNGARY → 5
- FINAL DESTINATION COUNTRY + 1 → 9
- FIRST COUNTRY THEY CROSS → TURKEY → 3

SECOND LOCK (MIRRORED IMAGE)

THE IMAGE OF THE BORDER IS MIRRORED.

COMBINATION: 3958

Challenge 2

THIRD LOCK (JENGA WALL)

ANSWERS TO EACH OF THE MP3 AUDIO TRACKS:

- 1ST: 3 PLACES TO THE LEFT OF THE NUMBER INDICATED BY TRACK 1 ON THE MP3 PLAYER (- - - . .) NUMBER 8.
- 2ND: 4 PLACES ABOVE THE NUMBER INDICATED BY TRACK 2 ON THE MP3 PLAYER (. . - - - , - - - . . .) NUMBER 27.
- 3RD: NUMBER TO THE LEFT OF THE NUMBER INDICATED BY TRACK 3 ON THE MP3 PLAYER (. - - - - , . - - - -) NUMBER 11.
- 4TH: NUMBER BETWEEN 47 AND THE NUMBER INDICATED BY TRACK 4 ON THE MP3 PLAYER (. . . - - , - - - . .) NUMBER 38.

- 5TH: 4 PLACES BELOW THE NUMBER INDICATED BY TRACK 5 ON THE MP3 PLAYER (. . . . , -) NUMBER 54.

CORRECT PIECES:

1ST: 2 → A 2ND: 51 → L 3RD: 7 → D 4TH: 22 → E 5TH: 36 → A

COMBINATION: ALDEA

Challenge 3

FOURTH LOCK (NEWS ITEMS IN BRAILLE):

TEXTS:

- EXTRANJERÍA IGUAL A DELINCUENCIA (FOREIGNERS EQUAL DELINQUENCY). (3)
- LOS INMIGRANTES CONSUMEN NUESTROS RECURSOS (IMMIGRANTS STEAL OUR RESOURCES). (7)
- SI VIENEN AQUÍ QUE SE ADAPTEN A NUESTRA CULTURA (IF THEY COME HERE, THEY SHOULD ADAPT TO OUR CULTURE). (4)

COMBINATION: FROM HIGHEST TO LOWEST: 743.

Challenge 4

BIOMETRIC COMBINATION: ACCORDING TO THE ORDER ON THE CARD, 235.

Final challenge

SUM OR DIFFERENCE OF THE BIOMETRIC COMBINATION AND THE NUMBER THEY GET FROM THEIR RESPECTIVE FINAL CHALLENGE (COMBINATION FOR EACH GROUP'S FINAL LOCK):

- 1ST THE CONVENTION RELATING TO THE STATUS OF REFUGEES HAS BEEN SIGNED BY 145 COUNTRIES FROM AROUND THE WORLD.

- 2ND ACCORDING TO SOCIOLOGIST JOHAN GALTUNG, 3 TYPES OF VIOLENCE MAKE UP THE SO-CALLED "TRIANGLE OF VIOLENCE".
- 3RD 34 ARMED CONFLICTS WERE OCCURRING IN 2018 ALONE.
- 4TH SINCE THE FALL OF THE BERLIN WALL, 15 NEW WALLS HAVE BEEN BUILT IN EUROPE.
- 5TH IN MID-2019, 11 EUROPEAN UNION COUNTRIES HAD POLITICAL REPRESENTATIVES WITH EXTREME RIGHT IDEOLOGIES.
- 6TH THE RIGHT TO FREEDOM OF MOVEMENT IS PROVIDED FOR IN ARTICLE 13 OF THE UNIVERSAL DECLARATION OF HUMAN RIGHTS.

SUM OR DIFFERENCE OF THE BIOMETRIC COMBINATION AND THE NUMBER THEY GET FROM THEIR RESPECTIVE FINAL CHALLENGE (FINAL LOCK):

$$235 + 145 = 380$$

$$235 + 3 = 238$$

$$235 + 34 = 269$$

$$235 + 15 = 250$$

$$235 + 11 = 246$$

$$235 - 13 = 222$$

4. Purchase links

Below is a list of links that you can use to purchase the materials needed for the game.

- Messenger bag or briefcase that can be secured shut using two 4-digit combination locks:

https://www.amazon.es/gp/product/B073FCN9NS/ref=ppx_yo_dt_b_search_asin_title?ie=UTF8&psc=1

- UV blacklight torch:

https://www.amazon.es/gp/product/B0716F8SWH/ref=ppx_yo_dt_b_search_asin_title?ie=UTF8&psc=1

- Invisible ink pen (for game set-up only, not to be used by players):

https://www.amazon.es/gp/product/B078876V8M/ref=ppx_yo_dt_b_search_asin_title?ie=UTF8&psc=1

- Numbered Jenga game:

https://www.amazon.es/gp/product/B07KQ2ML1P/ref=ppx_yo_dt_b_search_asin_title?ie=UTF8&psc=1

- Double-zip portfolios that can be locked with a letter dial combination lock and a 3-digit combination lock:

https://www.amazon.es/gp/product/B076ZQ21DS/ref=ppx_yo_dt_b_asin_title_o01_s00?ie=UTF8&psc=1

- 5-letter dial combination lock:
https://www.amazon.es/gp/product/B078H9XLX5/ref=ppx_yo_dt_b_asin_title_o02_s00?ie=UTF8&psc=1
- 4-digit combination lock:
https://www.amazon.es/gp/product/B07CSM7KCD/ref=ppx_yo_dt_b_asin_title_o01_s00?ie=UTF8&psc=1
- 3-digit combination lock:
https://www.amazon.es/gp/product/B079DJX3KT/ref=ppx_yo_dt_b_asin_title_o01_s00?ie=UTF8&psc=1
- Mini MP3 player with 5 audio tracks:
https://www.amazon.es/Reproductor-Player-Aluminio-hasta-Micro/dp/B078BQVYG4/ref=sxbs_bbp_recs_sx_w_p_v1?mk_es_ES=%C3%85M%C3%85%C5%BD%C3%95%C3%91&crid=KBLZ4BCW6QGK&cv_ct_cx=reproductor+mp3&keywds=reproductor+mp3&pd_rd_i=B078BQVYG4&pd_rd_r=466f7de3-691c-47bd-b3f51f35066b2648&pd_rd_w=GvgYk&pd_rd_wg=nzpEO&pf_rd_p=41f285b7-c9d1-4e15a8ac-ae934ae32b2a&pf_rd_r=YZZ40PE12Y4RKJB9T241&qid=1583777493&sprefix=REP%2COT%2Caps%2C495
- Headphones:
https://www.amazon.es/gp/product/B00009LHI7/ref=ppx_yo_dt_b_search_asin_title?ie=UTF8&psc=1

- Y-shaped headphone splitter:

https://www.amazon.es/gp/product/B003ORHLZ8/ref=ppx_yo_dt_b_search_asin_title?ie=UTF8&psc=1

- Hasp clamp:

https://www.amazon.es/Abus-H711-endurecido-pesta%C3%B1as-superpuestas/dp/B000Y8P42C/ref=pd_rhf_ee_s_rp_c_0_14?encoding=UTF8&pd_rd_i=B000Y8P42C&pd_rd_r=4c02e8f1-d156-4266-8cbd-e5b888ba9b53&pd_rd_w=94jAS&pd_rd_wg=EA5ln&pf_rd_p=5e6287f5-4c38-41d4b014-9b7862be23ea&pf_rd_r=0GV8NKJHC2JB8FGJM37M&psc=1&refRID=0GV8NKJHC2JB8FGJM37M

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