



YOU PART

Engage. Connect. Empower

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WORLD CREATION

FACTS

Age of participants: 13 +

Number of participants: 9 – 30

Duration: 60 minutes+ / different days

GOALS

1. Abstraction and symbolism can help young people make connections, insights and understandings about the worlds of media and politics that were previously difficult to access through reading and theory.
2. It helps to discuss the different perspectives, roles and critical aspects of these two different actors in society, but also shows the possibility of building a bridge that brings these actors closer together.
3. It supports the expansion of creativity and communication skills both in relation to the participants' opinions and to complex issues.

ADDITIONAL INFORMATIONS FOR FACILITATORS

- You can decide how many groups you form. This decision is based on the number of participants, their mood and the time you have for this activity.
- You can also divide the activity into different days and choose the topic of the discussion. For example, participants can create the “world of politicians” and the “world of migrants” and then discuss immigration and politics in general and try to find a common framework to build a bridge.

This activity is inspired by “Playful approach in teaching political communications” by Amber Macintyre, Politics and International Relations (College Postgraduate Teaching Prize 2018).

MATERIALS

- In-person: Sponges, marshmallows, tinfoil, pasta, cardboard, pipe cleaners, pegs etc. This list can be expanded to anything you can find.
- Online: You can use digital tools such as [Miro](#), [Mural](#) or [Canva](#) and use different shapes, images from the internet, arrows and other useful elements.

PREPARATIONS

In-person

1. Prepare the space for the participants so that they can feel comfortable while creating.
A table with all the materials from which they can choose.
2. Prepare and explain the materials.

Online

1. Prepare the space for the participants: on [Miro](#), [Mural](#) or [Canva](#) you can create a virtual table with examples of the material (pictures, arrows, post it...) participants can use and a personal window for each participant where they will work.
2. If the activity will be done online, it is important to explain the participants how to navigate Miro, Mural or Canva.

INSTRUCTIONS

IN-PERSON

Step 1

The participants are divided into groups of 3 / 4 people each.

Step 2

Each group chooses whether they want to be politicians or journalists/media workers.

Step 3

The participants receive the material.

Step 4

The aim of the activity is for each group to create an imaginary world of their chosen actor (e.g. “create the world of politicians” and “create the world of media”).

Step 5

The participants use the given material to create the world of politicians and media. For example, politicians are often associated to power and money, but also to rules and order; therefore, participants can use the material to create coins, or a table with laws. They have no limits in terms of creativity and personal expression: participants can investigate the use of space, abundance and emptiness, levels of the space as a metaphor to social classes, play with the various materials they will have, etc.

Step 6

Give 30 minutes or more to create the worlds. The groups are given questions to help guide their work. For example:

1. Who are the main actors in this world?
2. What do they look like and what are their key attributes?
3. What do these actors do?
4. Where do they live?
5. How do they communicate with each other?
6. Do they have opponents/enemies?
7. Do they have allies?
8. What do these actors look like?
9. How do they relate to actors chosen by other groups?
10. What does their day-to-day work look like?
11. Do they have any rituals or sacred places?
12. Do they work towards one aim or goal[PK1] ?
13. What are 2 good attributes of the actors of your world?
14. What are 2 bad attributes of the actors of your world?
15. What influence can your category have on the other one? E.g. media can sustain political parties and campaigns; media can do a critical investigation on political parties; politicians can influence or buy media

Step 7

The participants describe their world to the other groups, and the other groups comment on what they see and what similarities and differences there are.

Step 8

The activity can be expanded to ask participants to connect two worlds. E.g. one group with journalists and another with politicians examine how they can build a bridge between their worlds that makes sense.

ONLINE

Step 1

The participants are divided into groups of 3 / 4 people each through break out rooms.

Step 2

Each group chooses whether they want to be politicians or journalists/media workers.

Step 3

The facilitator shows how to navigate the digital tool ([Miro](#), [Mural](#) or [Canva](#)) and where to find the different material.

Step 4

The aim of the activity is for each group to create an imaginary world of their chosen actor (e.g. “create the world of politicians” and “create the world of media”).

Repeat the steps 5 to 7 of the in-person instructions.



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PROJECT PARTNERS



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