

The suity hero

3 steps to the activity realisation



Step 1 – preparation phase

The general concept of this game involves placing the participants in the same situation as the European countries after WWII and having them confront the same challenges and obstacles. Participants need to develop their own approach to accomplish their goal to reconstruct their country and improve the citizens life. The aim is not to repeat historical developments, but to develop their own strategy and approach to reconstruction. The participants will experience themselves the challenges and will have to find their own solutions to the problems they face. The game's main aim are improving player's soft skills and showing the participants the importance of cooperation, even while competing.

Step 2 – activity phase

The group of 25 players is divided into 5 teams. Each participant has to draw a piece of paper, which is actually part of some flag. Then, participants need to find players who have the other parts of their flag. Every flag has 5 pieces.

Every team becomes the government of a country. Once they find the instructions for their country, the game is ready to start. The instruction paper reads:

"Welcome to a continent called Suity Hero! There are five countries: Aenie, Chateria, Tasimia, Lowmland and Quertuum. Over the previous seven years, a terrible war was waged between these five countries and each one of them fought against the others. Now the terror of war is gone, but the whole continent is terribly destroyed. There are really serious problems: some countries do not have water, others lack energy, materials or money."

The teams have to understand the situation really quickly, because they have much work to do. Each country had different materials, but the tasks are the same for all of them, namely:

- ✓ To unite a flag with sellotape
- ✓ To stand on a chair, but in order to touch the chair, one needs to have sunglasses
- ✓ To get two different pieces of candle
- ✓ To get water
- ✓ To choose the president of their country
- ✓ To find a key to keep a piece: the most important task



Type of activity:
Role playing

Value of the activity:
The Suity Hero addresses issues such as conflicts between people from different cultures, confrontation in the group, cooperating and teamwork, decision-making, problem-solving and civic participation.



Timing:
At least 1 hour, up-to 5 hours.



Activity follow-up:
Further reading –
<http://ye-letsplay.blogspot.com/2016/10/suity-hero.html>



Other value case box components:
Group size: 15-40
Needed materials:
- 5 flags divided into 5 pieces
- 5 papers with instructions
- 21x fictional money
- 15x permission to visit another country
- 5x presidential certificate
- sellotape
- sunglasses
- 5x symbol for water
- 5x symbol for the first part of a candle

All countries each have a flag, 3 permissions to visit another country, a president certificate and a secret object. But each country also has something extra:

- V Aenie: sunglasses, 2x first part of candle, 100,
- V Chateria: sellotape, 2x second part of candle, 2x water, 100
- V Tasimia: 1x first part of candle, 1000
- V Quertuum: 3x second part of candle, 600
- V Lowmaland: 3x water, 2x first piece of candle, 300

Things are complicated when the Committee, which controls the players, may insist on following the rules. Players from different countries can only meet just when they have permission and, while they are playing, they cannot even talk to members of other governments without paying for permission. (Another complication might be a virus that complicated their job)

Secret objects are very important. Every object contains a hint that shows the players the key to find peace. It is easy, but to find a key is the last task the players have to complete. As an example, the first secret object is 1PA, the second 2RT, the third 3NE, the fourth 4RS and the fifth one 5HIP, so together they form the word **partnership**, which means that the only task and the only aim of the game was to learn cooperation.

Step 3 – wrap up phase

The game should simulate the situation which was in Europe after the Second World War. In the beginning, everyone was really confused, some countries did not want to cooperate some of them were richer, some of them had almost nothing. After the game, players realized that this all things were on purpose and they were quite satisfied, because in the end, everyone was able to find the key to keep the peace.

What the players are supposed to learn is not just cooperation, but also to negotiate and trade with each other and to make quick decisions.

- 5x symbol for the second part of a candle
- 5x secret object

Your notes:

V ...

V ...