

THE PREJUDICE GAME

Procedure:

1. Write the following descriptions on the board or illustrate on a poster. Descriptions can be easily changed to better fit characteristics of students.

RUNTUNKI: Hair for males and females grows long and hangs down the back of neck. Last names are at least two syllables long. (Examples: Hamilton, Foster, Nikolaiev, Lavoglio.)

FLUNKI: Hair for males and females is shaped in a round style, the great bulk of it being directly over the ears rather than down the back. Last names are only one syllable. (Examples: Lurd, Sparks, Stine, Smith.)

BADO: Hair for males and females hangs down the back, similar to Runtunki style. Last names, however, are one syllable long. (Examples: Lurd, Sparks.)

STINKU: Hair for males and females is shaped in round style. This may be distinguished from the Flunki by their longer names. (Examples: Hamilton, Foster, Nikolaiev.)

2. Introduce the game to the students by telling them that in the world today, anthropologists study hundreds of distinct societies, each with its own habits, beliefs, customs, and prejudices. Social prejudices are often as deeply rooted as their customs. Prejudice, after all, is a remarkably easy thing to learn. Do you believe you have already learned some prejudices yourself — against whites or blacks; against Asians; against Democrats or Republicans; against men or women. If you wish, you can learn more by playing this Prejudice Game. Have students study the descriptions on the board to find out which ethnic group they belong to. Each group is known by the length of its last name and its hair style.
3. After students have found out who they are, have them assemble in one corner of the room with their fellow tribesmen or ethnics. Teacher should designate one corner of the room for each of the groups with a large name poster so students can easily identify groups after the game has begun.
4. Distribute the “Always” worksheet to each group and explain the following directions. Each group should establish group pride and identity by writing in the spaces four good qualities that members of their group all have. For example, if they are Flunkis, they might write: “A Flunki is always a courageous fighter.” Then for each of the other groups, make up four very negative and derogatory statements. As a Flunki, for example, you might say: “A Stinku is always lazy and stupid.” Talk about your characterizations with other members of the group. Are the “others” smart or stupid? Trustworthy or untrustworthy? Hardworking or lazy? Truthful or devious? Clean or dirty? Moral or immoral? This part of the game should take about 10 minutes.

5. At this point, the teacher will pick a number from 1 to 20. The group that comes closest to the teacher's number is given absolute power to lay down the law for the other groups. The law says that the Flunki may or may not do, what the Runtunki may and may not do, etc.
6. Distribute the "Prohibiting" worksheet to the lucky group that wields all the power and makes all the next moves, while the other groups wait for the worst. They may discuss whether they should obey the power group or defy them and face possible arrests, imprisonment, or violence, etc.
7. Power group announces its set of laws.
8. Other groups have three minutes to decide what to do about these laws — whether to obey them, protest them, or revolt. Each group announces its decision.
9. If any group announces any policy short of strict obedience to the law, power group must decide whether it will react with show of force. How much force?
10. As a conclusion, the "tribes" are dissolved and the class discusses what has been learned about prejudice and the reasons for it.

“ALWAYS” WORKSHEET

Meet with other members of your group. Establish group pride and identity by writing in the spaces below four good qualities that members of all your group have. For example, if you're a Flunki, you might write, "A Flunki is always a courageous fighter." Then for each one of the other groups, make up four very negative and derogatory statements. As a Flunki, for example you might say: "A Stinku is always lazy and stupid." This part of the game should take 10 minutes.

RUNTUNKI:

1. A Runtunki is always _____.
2. A Runtunki is always _____.
3. A Runtunki is always _____.
4. A Runtunki is always _____.

FLUNKI:

1. A Flunki is always _____.
2. A Flunki is always _____.
3. A Flunki is always _____.
4. A Flunki is always _____.

BADO:

1. A Bado is always _____.
2. A Bado is always _____.
3. A Bado is always _____.
4. A Bado is always _____.

STINKU:

1. A Stinku is always _____.
2. A Stinku is always _____.
3. A Stinku is always _____.
4. A Stinku is always _____.

“PROHIBITING” WORKSHEET

The dominant group decides how to complete the following laws:

1. A law prohibiting any member of the _____ group from
_____.

2. A law prohibiting any member of the _____ group from
_____.

3. A law prohibiting any member of the _____ group from
_____.

4. A law prohibiting any member of the _____ group from
_____.

5. A law prohibiting any member of the _____ group from
_____.

6. A law prohibiting any member of the _____ group from
_____.