

Exercise: ONEpot of European values

Overview

- Grade: from 8th grade
- School form: general and vocational schools
- Duration: 45 minutes
- Method: decision-making game
- Subject: European values
- School subjects: Politics
- Operators: contrast, evaluate
- Group size: 4-6 persons
- Social form: group work

Description

The students cook a "ONEpot" of European values. According to predefined roles, they go through a process of deciding which values should become part of their "ONEpot".

Learning objectives

- Arguing and forming compromises according to a role.
- Going through a decision-making process.
- Getting to know, comparing, evaluating and prioritizing European values.

Materials

Printed role sheets and list of European values.

Preparations

1. Print and cut out role sheets and values
2. Consider the allocation of roles - How many students form a group? How many values is the group allowed to use for their ONEpot? It is advisable to use fewer values than the participants' preferences, requiring negotiations.

Procedure

1. Explain "ONEpot" as a decision-making game: The groups (4-6 people) should cook a "one-pot" together. To do this, they can choose from a list of "ingredients" (= European values). They must take into account the preferences of their role sheet.
2. Specify how many ingredients the groups should use in their one-pot. It is important that fewer ingredients may be used for each one-pot than the group members can find on their role sheets as a preference, so that negotiations and decision-making processes can take place within the group. Several role sheets can also be handed out per person to increase the level of difficulty.

3. Assigning values and role sheets - If you assign the role sheets instead of giving them out randomly, you can try to give the learners opposing role sheets. In addition, depending on how you choose the role cards or write them yourself, you can choose the subsequent reflection as a starting point for further discussions / topics. If the combination of role sheets is chosen in a way that there is a minority opinion (for example, only one person on social justice / sustainability / environmental protection), the exercise can be the starting point for a discussion on environmental protection and socially acceptable, sustainable development.
4. Game phase for reaching a compromise and making decisions
5. Debriefing: Which values did the groups decide on? Why? What are the consequences of the absence of certain European values? For whom?

Timetable

1. Explaining the exercise, group formation, distribution of material - 10 minutes
2. Game phase - 20 minutes
3. Debriefing - 15 minutes