

2. Game Description

This module aims to make explicit content, definitions, and attitudes that encourage reflection on hate, prejudices, and hateful attitudes.

Facilitating dialogue to know and understand how to address complex issues related to discrimination, such as age, race (including skin color), nationality, ethnicity or national origin, religion, belief or conviction, gender, sexual identity or orientation, and disability. In every community, complex problems arise related to any type of discrimination that can lead to very serious conflicts. Adult educators need to know how to involve and engage people to address these potential conflict zones. In such conflict situations, the factor of understanding human behavior is essential.

3. Values it Promotes

- Honesty
- Understanding other
- Interculturality
- Trust
- Credibility
- Social Cohesion
- Empathic listening

4. SDGs involved

The pyramid of hate game contemplates the Sustainable Developmental Goals as an ethical project of humanity, We specifically align ourselves with the eleventh objective, which is aimed at ensuring that human settlements are inclusive and safe; the sixteenth objective which focuses on the promotion of peaceful and inclusive societies; with the tenth objective which is aimed at reducing inequalities and with the fifth objective which refers to equality between genders.



5. Learning Objectives

- Understand the different levels of hate and how they climb through the hate pyramid
- Know the hate crimes and discriminatory practices that are experienced by migrants and refugees
- Know how to use facilitation methods for dialogue and handling delicate conversations about prejudices and discriminatory practices.
- Understand and neutralize, through facilitation of dialogue, behaviors that result in discriminatory attitudes
- Know how to use the “Pyramid of Hate and Pyramid of Hope” to generate personal and community actions to reduce and eliminate all types of hate.

Language and literature area

Definitions

Specific examples of works or literary passages can be introduced into the game where the concepts are reflected.

Analysis of literary figures involved in certain concepts
History Area

Historical examples

Foreign language area

The game can be played in the corresponding language. In this version, it is presented in English.

6. Experience Objectives

- Obtain adequate vocabulary and handle the proposed concepts.
- Evaluate potential personal and community actions to reduce and confront different levels of hate.
- Develop greater confidence in themselves and in the qualities and abilities of migrants and refugees by using facilitation for dialogue to address prejudice and discrimination.
- Develop a greater commitment to the values and principles against prejudice and discrimination.



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Collaborate:



7. Time and Duration of Game

The game is presented in this version with two levels. The first level is played with definitions, it can be addressed within the framework of a 55-minute class. As this is a game in which there is a luck factor to reach the goal, it may end earlier. The time we have left can be dedicated to reflecting on the activity, explaining the pyramid of hate, etc.

The second level of the game, which involves examples, can last more than 55 minutes, depending on the degree of explanation requested in the example. In any case, it can be proposed in several sessions.

In any case, remember that the game is adjustable, so depending on the group, the debate and evaluation sessions can be extended as much as necessary.

8. General requirements for the activity

- A safe and neutral space in which participants can develop.
- The game must be adapted to the language level of the educator and the participants.

9. Content

- Review the concepts
- Facilitation methods and processes for dialogue focused on addressing racist and discriminatory behavior.

10. Methodology and methods

- Participatory approach, promoting critical thinking, gender equality, intergenerational, interactive, intercultural, and based on human rights.
- Maximum number of participants per session: 20-25.

11. Material and Players

- A game board.
- One board per team.
- 1 token of a different color for each player team.
- One die per team.
- Players: 2 to 5 players per team.
- The players roll to reach the end (box 33).

12. Game Rules

- The team that scores a 5 comes out, following in order of disposition
- To advance you must answer a question after you roll. The other teams consider it valid or not. You can only move forward after answering the question. (The teacher acts as a referee).
- If you fall on a
- **Bridge:** Boxes 10, 17, 27.
- You can advance to the next box where there is a bridge and roll again, if you fall on 25 you go back to the previous bridge square 17 but it is rolled again.
- **Hotel:** Box 21.
- If you fall on this box you lose a turn.
- **Jail:** Box 16.
- If you fall in this box, you must remain until another player falls there and rescues you or a 6 is rolled on the die roll.
- **Study:** A problem is posed to be solved by the other teams and related to the topic of the question asked. You must have it answered to roll again when it is your turn.
- **Arrival:** It is necessary to get just enough points to enter; in the case of going over, the difference is the amount of spaces the player moves back.

13. Questions and levels

Level 1. Definitions. Define fixed words or draw a card. It can be done in languages as a vocabulary exercise

Level 2. With examples. Give an example of each of the situations

Level 3. Give an example of each of the situations in your personal, cultural or social environment

Level 4. How would you change those attitudes?



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Hate Pyramid Game

English Version

INTRODUCTION

From the focus on peace and justice, within the approach of the human right of peace, the aim is to touch on specific aspects of the different elements of “hate speech” facilitating reflection on human rights such as the fight against the death penalty; the fight against racism; xenophobia and other related forms of intolerance; economic, social and cultural rights; human right defenders; non-discrimination based on gender, sexual orientation, and gender identity; human trafficking; information technologies, artificial intelligence, and human rights.

It is about using the game as a reflection on certain values related to human rights as a formula for peaceful coexistence and the basis for the development of society.

1. What is the pyramid of hate?

The pyramid of hate is a figure that classifies the different steps in the generation of hatred towards a group ranging from hate speech, hate crimes, and segregation to persecution and the Holocaust. It is structured by classifying the attitudes and acts that grow in complexity from the base to the top of the pyramid, from those that pose a lesser, although negative impact. The figure is the work of the Anti-Defamation League, an organization created in 1913 to stop the defamation of the Jewish people as a way to ensure justice and their civil and human rights. However, it has also been used as an educational tool to raise awareness against hate speech against homosexual populations, immigrants, and other discriminated groups.