



“Preventing Honour Related Violence by education and dialogue through Immigrant NGOs”

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NAME OF METHODOLOGICAL TOOL

ABIGAIL

NAME OF PARTNER ORGANISATION: Dimitra

COUNTRY: GREECE

LANGUAGE: EN



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INTRODUCTION

This simulation game is especially recommended to be used in an international group (about 5 to 30 participants) where differences between value systems are more noticeable. Abigail is based on the personal and cultural values of the participants and fits into our idea of relationships – mother and daughter, friends, boyfriend, sexuality. Listening to this story we look at it through our own personal assumptions - the age of the characters, the location, and the circumstances.

DESCRIPTION AND IMPLEMENTATION

Main aim

Abigail case aims to understand the personal and cultural values of the participants and help them understand that all have different systems of values. Identification and reading with discussion of a clinical case would urge in the group of participants the emotional resonance, reflection, identification, food for thought and analysis, models research and will help participants to effectively manage the complexity of the problem of violence and of abuse.

Expected results

- ✓ Support the ability to contain the divisions and differences
- ✓ Working on the concept of value/negative value.
- ✓ Foster the ability to share a dimension empathetic, experience approach without trembling and removal without guilt.

Implementation steps

1. Tell the participants the story of Abigail:

Abigail loves Tom who lives on the other side of the river. A flood destroyed all the bridges across the river and only spared one boat. Abigail asks Sinbad, the owner of this boat, to take her across the river. Sinbad accepts only on condition that she has sex with him first. Abigail, not knowing what to do, runs to ask her mother for advice but she replies that she does not want to get involved in her daughter's affairs.

In despair Abigail accepts Sinbad's demand and he ferries her across the river. Abigail hurries to find Tom, throws her arms around him and tells him everything that has happened. Tom rejects her harshly and she leaves him.

Not far from Tom's home, Abigail meets John, Tom's best friend. She tells him the whole story too. John gives Tom a slap in the face and goes off with Abigail.

2. In small working groups the participants are asked to put in order who behaved best and who behaved worst in this story.
3. Each group reports its list in plenary.
4. A discussion and debrief is following
5. After the discussion, explain the idea of the game and the way people reacted: such decisions are based on the values found in the submerged part of the iceberg, most of which are unconscious values.

ADDITIONAL INFORMATION

Materials required

- A pen and a sheet of paper for each group.
- Posting pictures of the characters on the walls.
- Reading and administration of the case by the coach.
- Free discussion on the characters to be awarded and those regarded negatively.

Duration / Processing time

- 10 minutes to tell the story and explain the game.
- 20 to 25 minutes in the group.
- 5 minutes for each group to report.
- 20 minutes (or more if needed) to debrief and discuss.