

FACT

**LEARN ABOUT EU AND DECISION-MAKING BY
PLAYING THE ROLE PLAY GAME
PARLAMENTARIUM?**

MANUAL FOR TRAINERS

2023

Forewords

This trainers' manual is for trainers and facilitators who want to play the simulation game Parlamentarium with their own group. The game addresses the internal workings of the European Parliament. The trainers' role is to help the players discover how the European legislation is drafted and which stakeholders are involved in the procedure.

Usually the game is played during the visit to the European Parliament. The simulation game described in this manual is a simulation of the original game. It can be played in the schools, universities, youth centers or as part of youth group meetings. It is a trainers' task to make it feel as real as possible.

The training consists of four training sessions, three game sessions (2 hours each) when the trainers actually play the Parlamentarium and learn by doing. On top of that there is self-learning material. The training consists of following parts:

Training sessions:

- 1) EU ja EU legislative process
- 2) Simulation games and facilitation
- 3) Spot and fight disinformation
- 4) Playing the Parlamentarium

+ 3 x 2 h game sessions playing Parlamentarium

+ self-learning material, check the links

Training session 1:

EU and EU legislative process

Contents or the training session 1:

The European Union, EU parliament, decision-making in EU, EU laws, Parlamentarium game, cases

The goal

To give the trainers an overview of the EU institutions and the Parlamentarium game and how they can apply the knowledge with the youth.

Learning goals

At the end of the session the trainers are:

- familiar with the EU institutions, the Parliament and decision-making processes in the EU
- familiar with the project FACT
- acknowledges the connections between different EU institutions
- know the basic idea of the Parlamentarium game

Time reserved	Content	Methods, tasks	Training materials	Guidelines for the trainers	Links and other material
Welcome and introduction					
15 minutes	Introduction and welcoming words	Introduction words, the agenda and the programme for the session	Power point slides 1-3	Welcoming words and introduction to the training and the timetable for the day. All the participants introduce themselves shortly	
15 min	Background of the project and CERV	Introducing the project and the funding	Slides 5-8	Give an overview of the project FACT and CERV.	
EU structure, procedures and the legislative process					
30 min	EU information	Introducing the EU, decision-making process and the EU institutions	Power point slides 9-24	Give an overview of the EU processes and institutions. Stick to the basic facts and the points.	
15 min	Break			Encourage the participants to get on their feet, walk around, leave the room, get some refreshments.	

30 min	New EU legislation	Introducing the new EU legislation	Powerpoint slides 27-30	Give an overview of the new EU legislations + groupwork	
Playing EU craft game					
60 min	Getting to know EU	EU craft game	Online game	Tell the players to click the link of the online game and play it in small groups.	https://learning-corner.learning.europa.eu/learning-materials/eucraft-digital-simulation-game_en
Discussion and closure					
15 min	Feelings on the first session, next steps	Group discussion		Ask the participants to share their feelings about the first training. Go briefly through the next steps.	

Training session 2:

Simulation games and facilitation

Contents or the training session 2:

Simulation games and role playing, facilitation, role of the facilitator, grouping, group phenomena, facilitating the Parliamentarium game

The goal

To develop the knowledge of the participants on simulation games and role play games. To learn about the role of the facilitator and group forming.

Learning goals

At the end of the session the participants have:

- learned about the simulation games as a learning method and how to apply them in different learning situations
- learned more in depth about the Parliamentarium game
- learned about facilitation methods and group phenomena

Time reserved	Content	Methods, tasks	Training materials	Guidelines for the trainers	Links and other material
---------------	---------	----------------	--------------------	-----------------------------	--------------------------

Welcome and introduction to the training session					
15 minutes	Introduction, recap of the last session and where we are now. Today's agenda.	Recalling what was done in the last session, introducing today's programme and agenda. Short ice-breaker game	Power point slides 1-4 (session 2)	<p>Welcome the players to the second training session. Introduce the timetable and the agenda of the session. Do a recap of the last session.</p> <p>Do a little icebreaker exercise in the group.</p>	
Simulation games as a learning method					
20 min	Introducing simulation games as a learning method		Slides 5-9	Introduce the simulation games as a learning method. Ask the participants to discuss with each other about their experiences about playing role play games. You have altogether 20 minutes for this section.	
The Parliamentarium game					
15 min	Explaining the Parliamentarium game		Slides 10-14	Explain the Parliamentarium game and its phases to the participants.	

Break	10 min			Encourage the participants to get on their feet, walk around, leave the room, get some refreshments.	
Facilitating a group					
20 min	The role of the facilitator	Define the role of the facilitator	Slides 15-21	The role of a facilitator is important when forming a new group and facilitating a simulation game. Explain the importance of warm-up games when forming a group, discuss in small groups what experience all the participants have in group facilitation.	
25 min	Group forming, tips for trainers Discussions	Explaining the importance of recognizing the group dynamics, ideas for warm-ups	Slides 19-35		
Discussion					
15 min	Feelings on the training session, next steps	Group discussion		Ask the players to tell their feelings about the game session. How did the session feel, what was easy, what was hard, do they need help with something. Go through the next steps.	

Training session 3:

Spot and fight disinformation

Contents of the training session 3:

How to spot and fight disinformation

The goal

To help the participants understand and spot disinformation, protect themselves from it and help others in the matter.

Learning goals

At the end of the session the participants have:

- the knowledge of the concept of disinformation
- understand how disinformation works
- techniques in spotting disinformation
- understand the harm of disinformation
- know how to protect themselves from disinformation and help others in it

Time reserved	Content	Methods, tasks	Training materials	Guidelines for the trainers	Links and other material
---------------	---------	----------------	--------------------	-----------------------------	--------------------------

Understanding disinformation					
5 minutes	Welcome and introduction	Welcome words and time table for the day		Welcome the participants to the third training session. Today's session is about disinformation. Introduce the timetable and the goal for the day.	
15 min	What is disinformation		Slides 1-10	Icebreaker: which one is fake? Explain what is disinformation: how it is defined,	
20 min	How disinformation works		Slides 11-19		
20 min	How to respond to disinformation				
5 min	Break			Encourage the participants to get on their feet, walk around, leave the room, get some refreshments.	
Work in groups					
15 min	Group work on case study on disinformation	Group work	PDF Disinformation booklet. https://learning-corner.learning.europa.eu/system/files/2021-12/disinformation-	The idea is to discuss in groups the different aspects and ethical issues of disinformation. Split the participants into groups of maximum 5-6. Assign a case study to each group. Allow around 15 minutes for participants to read the case study and go through the questions.	

			booklet_en.pdf The example cases can be found from page 8 →	<p>Examples of case studies can be found in the disinformation booklet by EC Disinformation toolkit. Notice:</p> <p><i>You may find other case studies more suited to your pupils, or you can ask them to identify case studies themselves, as a group task. Things like conspiracy theories (the world is ruled by George Soros/Bill Gates, governments spread COVID-19, aliens in Area 51, etc.), false health information, fake facts about minority groups...</i></p>	
25 min	Presentations			Allow 25 minutes to presentations of each group.	
Discussion and closure					
10 min	Discussion, feelings	Group discussion		How did the session feel? What did the participants learn? How was the group work and the cases?	

Training session 4: Playing the Parliamentarium

Contents of the training session 4:
Instructions on playing the Parliamentarium game

The goal

To give an idea and tips for trainer/facilitator on how to play Parliamentarium

Learning goals

At the end of the session the participants have:

- the knowledge on how to execute the game sessions of the Parliamentarium game
- understand the role of the facilitator
- techniques in facilitation

Time reserved	Content	Methods, tasks	Training materials	Guidelines for the trainers	Links and other material
---------------	---------	----------------	--------------------	-----------------------------	--------------------------

Warm-up and welcome					
10 minutes	Welcome and introduction	Welcome words and timetable for the day		Welcome the participants to the fourth learning session. Today's session is about how to play the Parliamentarium. Introduce the timetable and the goal for the day. Ask the participants to discuss with the person next to them what kind of expectations they have for the game and what kind of previous experience they have on similar games.	
General structure and learning goals of the Parliamentarium game					
40 min	Game concept of the Parliamentarium	Power point slide show	Slides 5-26	<p>Explaining the Parliamentarium game step by step. Explain the steps of the game, how to divide the players into the groups and committees, what a manifesto is and how to write one, what is a policy proposal and how to make one, tips on writing a political speech and information on the voting process.</p> <p>Although this is mostly one-way information exchange with power points allow time for questions and discussion.</p>	
10 min	Break			Encourage the participants to get on their feet, walk around, leave the room, get some refreshments.	

Structure of the game sessions and the flow of the game					
20 min	Power point slide show on the flow of the game	Power point slide show	Slides 27-30	Explaining the example structures of the gaming sessions and the flow of the game. While explaining the flow, each phase, the activities, tasks for facilitator and needed materials are explained.	
25 min	Tasks and tips for the facilitator	Power point slide show	Slides 31-36	Go through the tasks and tips for the facilitator. Allow time for questions and discussion and the exchange of experiences.	
Discussion and closure					
15 min	Discussion, feelings	Group discussion		This is the last part of the training sessions How did the training feel? What did you learn? Do you feel confident in facilitating the Parliamentarium game for your group in the future, why/why not?	