



**THEME:** A simulation game designed to create awareness of the problem of anti-personnel mines and to motivate young people to act to combat this scourge.

**DURATION:** 3-4 hours

Depending on the number of bases, the duration of the workshop can be extended or reduced. In this respect, refer to Remarks to leaders, Implementation and Sources, below.

**NUMBER OF PARTICIPANTS:** 60-100, divided into 10 teams, depending on the setting and number of leaders available.

**STAFF REQUIRED:** If all the bases are operating, 13 leaders at least.

#### BACKGROUND

A new and extremely harmful pattern has developed over the last decades: the dissemination of landmines.

Scouting cannot remain indifferent to a scourge whose victims are often children and young people. Scouting educates young people in the ideals of peace, mutual understanding and co-operation. At the same time, Scout leaders help young people to reflect on the complex situations which humanity faces today, to observe their surroundings with a critical eye and to learn to form their own opinion. As a result, they may decide to take individual or collective action to make things change for the better. It is not surprising, therefore, that the initiative of this simulation game came from a group of young leaders from the Geneva Scout Association. After several tests, the game was fully developed.

## Mines !

"Together, we can make a mine-free earth!"





Thanks to their geographical proximity to the World Scout Bureau and the links of friendship established, they shared the idea with members of the Bureau, and what started as a local project became world-wide. At the 19<sup>th</sup> World Scout Jamboree (Chile, December 1998-January 1999), the game was one of the most significant features of the Global Development Village.

Also during the World Scout Jamboree in Chile, an Agreement of Co-operation was signed between the World Organization of the Scout Movement and Handicap International. One of the key aspects of this agreement was the production and distribution of an educational kit entitled "Together, we can make a mine-free earth" (see Sources, below). In this way, Scouting has joined the many forces in the international community united in the "International Campaign to Ban Landmines". The Committee of the International Campaign was awarded the Nobel Peace Prize in 1997. (For a more complete explanation of this involvement, see the reference document "Scouting and Peace".)

## CROSS-REFERENCE

Refusing violence: two other workshops deal with the issue of peace from this perspective: "Managing our conflicts" (Workshop No. 9) and "Violence on the Screen" (Workshop No. 10). Meanwhile, Workshop No. 12, "Religion: men and women of peace" tackles the question of non-violence from the angle of "peace heroes", men and women who, inspired by a profound religious message, have tried to epitomise that message in their lives.



### KEY MESSAGES

- “Anti-personnel” landmines mainly affect the civilian population (peasants, workers, children going to school) and their effects last for years or decades after the war is over.
- Every 20 minutes, someone is killed or maimed by such landmines.
- They are relatively inexpensive and easy to implant, but mine-clearing takes time, is very expensive and very dangerous.
- Therefore, mine clearance, aid to victims and the education of the population potentially in danger – though necessary – are not ideal solutions. The only real solution is a total ban on the production, sale and use of anti-personnel mines.
- In order to reach this goal, the education of different target populations and the mobilisation of public opinion to support the “International Campaign to Ban Landmines” and motivate/force the governments to sign the Ottawa Treaty is necessary.



### PURPOSE/AIMS/OBJECTIVES

- To understand the whole process which drives people to use landmines.
- To help participants realise the harmful effects of landmines and how they affect the lives of entire populations.
- To help them understand to what extent landmines deprive children and young people of their fundamental rights: right to security, to education, to play, and so on.
- To examine the different possibilities of alleviating and/or solving the problem and to acquire the necessary motivation to take action.





### **METHOD AND DEVELOPMENT OF THE ACTIVITY**

#### **Preparation**

The ideal location would be an open-air field with enough space to set up the five bases.

Once the initial decision to carry out the simulation game has been taken, the documentation needs to be studied carefully (see Sources, below). Then, a meeting of the leadership team is necessary to determine the calendar, location, staffing, testing, etc. of the activity.



#### **Implementation**

This simulation game puts into practice one of the most important aspects of the Scout Method: learning by doing.

The Sources indicated below give detailed instructions on the preparation and implementation of the game. The game can be played at a World, Regional or National Scout Jamboree. If it is going to be used at local level, the participation of several Scout units is recommended, as more leaders would be available to organise it and the participants would be more motivated. For instance, it would be a suitable activity for a weekend camp involving several troops or clans.

### REMARKS TO LEADERS

This is an awareness game in which the teams are not competing against each other.

In view of the complexity of the game, the leaders must prepare themselves carefully, not only individually but also collectively, as a team. A rehearsal would not go amiss.

If it looks as if the game is going to be too long for a given event, it can be shortened in two ways: the same leader follows the game with the participants from one base to another (which spares repetition but which takes away some of the “realism” of the game), or else the course can be curtailed at the ammunition dump, or the start of the activity at the hospital or military camp can be shortened. However, be careful not to remove all the “play” aspects.



### SUGGESTED FOLLOW-UP

- Irrespective of the level at which the game is played (local, regional, national), the participants should have the possibility to make suggestions concerning follow-up. As will be evident from the game, education and the mobilisation of public opinion are the two main axes for possible follow-up.
- Motivation: To motivate the members of your group, you could select a short phrase concerning landmines and post it up in your meeting place. For example: “DID YOU KNOW THAT A LANDMINE KILLS OR MAIMS SOMEONE EVERY 20 MINUTES?” or “DID YOU KNOW THAT 50% OF THE VICTIMS OF MINE ACCIDENTS DIE BEFORE THEY CAN RECEIVE HELP?”. And then, in smaller characters: What are we going to do?
- Another source of motivation is international activity in this field. If you want to know what Scouting is doing at world level and what other National Scout Organizations are doing, consult [www.scout.org/wso/snews](http://www.scout.org/wso/snews)



## SOURCES

The game "Mines! An awareness game on the problem of anti-personnel mines" is available in English and French at [www.Scout.org](http://www.Scout.org)

You can also find the game on the website of the "Scout Association of Geneva":  
[asg.Scout.net/mines](http://asg.Scout.net/mines)

For all aspects relating to the Landmines Convention and the ratification process, readers may refer to the website [www.minesactioncanada.com/map.cfm](http://www.minesactioncanada.com/map.cfm)

The World Scout Bureau, Geneva, has produced an educational kit entitled "Together, we can make a mine-free earth". It includes a booklet which describes the awareness game with all the necessary information for running the game with a group of young people, a video cassette, two posters giving information on anti-personnel landmines and concrete ideas for sensitising and taking action with young people. The kit was distributed to each Jamboree contingent during the World Scout Jamboree in Chile and, immediately after the Jamboree, was circulated to all National Scout Associations. It can be obtained from SCORE (Scout Resources International) [www.worldscoutshop.org](http://www.worldscoutshop.org)

The kit "Bridging the GAPP", published by the Scout Association UK and the National Federation of Young Farmers' Clubs UK, 1997, has a section on this subject entitled "One wrong step, the scourge of anti-personnel landmines".