# **PinMyState**

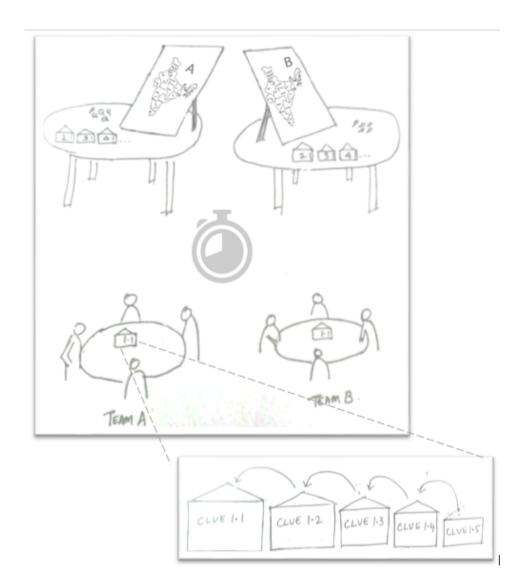
**GAME CATEGORY: Ice Breaker** 

**NATURE: Physical** 

RECOMMENDATION: Ideal for opening a workshop on Diversity & Inclusion. Best when players are not aware that the game is about breaking stereotypes.

# SET UP:

- 2 or more groups, each is given a map of India and 5-10 envelopes. These are placed away from the teams' workspace such that team A cannot see team B's map.
- The first among the envelopes is placed on the work table of the teams.
- Each envelope contains 4 nested envelopes with clues.
- Each nested envelope set begins with some stereotypes and later lead to more concrete information. The players who are shrewd enough to go through all the information would be at an advantage. (DO NOT TELL THIS TO THE PLAYERS)



#### **GAME OBJECTIVE:**

Each envelope contain clues about a person. You don't have to identify who this person is (Make this clear to the players), Identify which part of India (state) he/she is from as quickly as you can and pin them on your map

#### **RULES:**

- Every correct pin: + 100 points
- Every envelope opened: -20 points
- Once the team decides on an answer, a team member must go pin the unopened envelope and can bring the next envelope to the table (one at a time, in order)
- Finish as many as possible within n(has to be tried out and decided) minutes
- If one team finishes all envelopes, the game ends and we move on to scoring

## **DEBRIEFING:**

- When the game is over, the moderator proceeds to score the teams.
- The moderator then picks out one or more examples to show how they were misled. Care has to be taken to identify a person both teams have gotten wrong.
- All characters in the game are not only real but popular in India. Thus, if we go by stereotypes we may end up making assumptions which are the polar opposite of the true scenario

### **FEEDBACK REQUESTED:**

- On an average, how many envelopes were opened before making a guess
- Which of the characters were guessed correctly
- How long do teams take to finish the game
- What do players feel at the end of game play. Do they seem to have realized anything?