PLACEMENT GAME

# INTRODUCTION TO THE TOPIC OF "IMMIGRATION": PLACEMENT GAME

#### **PREPARATION:**

- Mark the four walls of your classroom with signs indicating North, South, East, and West.
- Place a marker in the center of the room thar represents a central location (e.g., "Stuttgart" or the students' current city). Explain that the classroom represents a map of the world.

### **STEP-BY-STEP INSTRUCTIONS:**

#### 1. Round 1: "Where were you born?"

- Teacher's Instruction: "Please get up and position yourself in the direction/place where you were born. Think about where this place is in relation to our central location."
- "Where are you standing, and why? Where were you born?"

#### 2. Round 2: "Where was your father born?"

- Teacher's Instruction: "Now, go to the direction/place where your father was born. Again, think about where this location is in relation to our central location."
- Ask a few students about their location.

#### 3. Round 3: "Where was your grandfather (or father's father) born?"

- Teacher's Instruction: "Go to the direction/place where your grandfather (father's father) was born. Think about where this location is in relation to our central location."
- "What do you notice ? How has the group's distribution changed since the first round?"

#### 4. Reflection and Connection:

- Let everyone return to their seats and ask:
  - "What surprised you during this activity?"
  - "What can we learn just by looking at our own families' birthplaces?"

## **LEARNING OBJECTIVES:**

- Students reflect on their own migration history and that of their peers.
- Students understand that many people have a history of migration, even if they themselves were born in Germany.
- Students begin to consider why people emigrate to other countries.



#### HOW TO BOOK THE PRESENTATION:

Wenn Sie sich für eine Präsentation oder einen Workshop interessieren, freuen wir uns über Ihre schriftliche Anmeldung. Nutzen Sie dazu ganz bequem unser **Online-Formular** oder schicken Sie uns eine **E-Mail an school@daz.org**!

