

Game: Look Beyond Looks

An activity of "Only one Singapore, so let's share it"

At school, we often stress how important it is to be fair and caring towards everybody. Yet, the reality is that some kids — and even some adults — are not treated well because they are different in one way or another. Read "Only one Singapore, so let's share it" (page 9, *What's Up* August 2019) to find out more.

One way to reduce prejudices is to value people for who they really are instead of what they look or sound like. The challenge here is to look deeper, beyond outward appearances. We invite your class to practise this by playing a guessing game.

Prepare for the game

1. Divide your class into 12 teams of fairly equal numbers. Every team should give itself a unique name. For this game, you will also need a **scorer** and a **timekeeper**.
2. Within your team, make a list of three people at school. They should be individuals known to your whole class. Let's call these people the **heroes**.

Play the game.

3. ROUND 1: Team A goes to the front of the class and gives clues about their first hero. All **clue-givers** must follow the rules.

RULES FOR CLUE-GIVERS

- You may not say the name, race or country of origin of the mystery hero.
- You may not describe any aspect of the hero's physical appearance.
- Your clues can include the hero's personality, deeds, words, and ideals.
- Your clues must be limited to only positive points about the hero.
- You must use inclusive — kind and caring — language to describe the hero.

The rest of the class tries to guess who Team A's first hero is, within four minutes.

If a student guesses correctly, then that student's team gets 10 points and Team A gets 15 points. For the scoring to be done properly, it is important that only one student speaks at a time. If no one guesses correctly within the time limit of four minutes, then no points are awarded for that turn.

Team B goes next and so on until all 12 teams have had a chance to present one of their mystery heroes.

4. If time permits, play two or three more rounds.

Reflect on the game

5. As a whole class, discuss the challenge of describing your heroes. How easy — or difficult — were the clue-giver's rules? Would you be able to apply them when you size up people in real life? Do you think this strategy might help to reduce racial and other prejudices? What other strategies might be helpful? Encourage your classmates to share their thoughts honestly and listen hard to views that are different from yours. In the process, your class can have a meaningful conversation about looking beyond looks.