

Dadoo Village

GOALS:

- increase awareness of the challenges in working cross-culturally;
- looking at cross-cultural physical/sexual harassment;
- reflect on basic behavior required during field work.

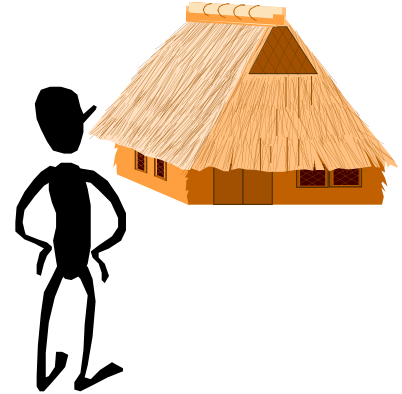
TIME: 2 hours

SPECIAL MATERIALS: A4 size paper (any size paper can actually do)

pairs of scissors (2 to 5, [average of 1 per 10 person])
crayons & pens, 12 inch flat rulers and tubes of glue¹
Copy of organization's policy on Sexual Harassment

TOOL MATERIAL: Copies of rules for Dadoo Village (see following pages)

FACILITATORS: At least two facilitators are required to set-up the NGO members and villagers.



HOW IT'S DONE:

The NGO members: 4 persons volunteer to play the role of NGO members. Make sure that none of them has played this before. They leave the room accompanied by a facilitator and read their instructions. The facilitator clarifies the instructions and answers questions, but without talking about the instructions of the villagers or about the required behavior during the mission. The NGO members must define their strategy by themselves.

The villagers: They define for themselves the signs and rituals mentioned in the instructions. The facilitator can give them suggestions, or advise against too complex codes. The facilitator clarifies the different aspects of their culture so that they play without exaggeration. The villagers are free to install themselves in the room as they like.

Following the exploration mission: The facilitators give no instruction to the NGO members.

Once the play begins: The facilitators don't intervene, except to tone down the villagers in case they exaggerate.

DEBRIEFING DADOO

The participants analyze their reaction during the game (mission evaluation) by starting with the NGO members. Write down main points on the board.

Starting with what was said, the facilitator generalizes about behavior in a mission:

- before any action, observation and interaction with population
- adapt local techniques and use local resources
- communicate with the population and respect their ways
- don't direct or be authoritarian with local populations
- define roles and take time to coordinate actions

¹ Sticks of quick adhesive glue can be preferable, since they're cleaner, to traditional Elmer's glue.

One important dimension of this tool is to look at physical/sexual harassment and its different expressions cross-culturally. In the debrief, make sure to raise how touching operated and how different people handled the different culture around that in the exercise. Begin to highlight lessons and refer to the organization's policy around sexual harassment. Send participants into small groups to talk about how they might apply and use those lessons in this cross-cultural group (where issues of touching will show up). Be sure to take the time to adequately address issues of sexual/physical harassment.

WHERE TOOL COMES FROM:

This role play is originally based on a United Nations Development Programme simulation for the training of its teams that are leaving on mission and adapted by Doctors without Borders (MSF). Dimensions on touching and sexual harassment added by Daniel Hunter, Training for Change.

Tool Material: Dadoo Village



Instructions for the volunteers

- You are a team of volunteers of an INGO. You are leaving on a mission in a village where, due to a natural disaster, the entire population is without drinking water. The villagers have to walk for dozens of miles to find some. This situation is risky, with grave consequences for their health.
- Your mission is to help the villagers construct a pipeline to provide water to the village.
- You want to teach them construction techniques so they become autonomous.
- The villagers are waiting for you and are willing to cooperate.
- You respect their culture.
- You have no communication problem, and speak the same language.
- The pipeline must be made with ribbons of paper 25cm x 5cm.
- The pieces of pipeline are attached with glue.
- The pipeline must be 5m long to reach the nearest water source.
- You have:
 - Paper
 - A pair of scissors
 - A pencil
 - A ruler
 - Glue
 - You can use nothing else
- Work out a strategy and decide to send a volunteer on exploration mission.

Time of the Exploration Mission: 5 minutes
Report back from the Mission: 5 minutes

Good luck!

Dadoo Village

Instructions for the villagers

- You are the inhabitants of an isolated village. Due to a natural disaster, the entire population is without drinking water. The villagers have to walk for dozens of miles to find some. This situation is risky, with grave consequences for your health.
- Volunteers of an NGO have proposed to help you construct a pipeline that will supply your village with water. You accept and decide to cooperate.
- The volunteers speak the same language as you.
- You have ancient traditions and taboos, which you strictly respect.

Traditions:

- Hospitality is very important. Welcoming strangers is a ritual that takes time (you have to define the ritual).
- You have to touch the person you speak to. It is disrespectful not to.
- All decisions are taken collectively after long discussions that gather all members of the community. You meet each time a decision has to be taken.
- The oldest woman of the village, Dadoo, is the only person allowed to talk about decisions to strangers. The other villagers can talk to strangers, but cannot inform them about decisions. Nobody can negotiate alone with strangers, not even Dadoo.
- You like to work, but not longer than 3 minutes. After 3 minutes of work, you have to meditate (you define how). Each person meditates as long as he/she feels is necessary.
- Each time a piece of the pipeline is ready, you decorate it with a motif in ink (you define it) to put it under the protection of your gods. The work cannot continue without it.
- Your traditions are evident for you and you carry them out with explaining.

Taboos:

- The foremost taboo is to talk about taboos.
- Hand shaking is taboo.
- Disturbing someone during meditation is taboo.
- Women cannot touch pencils or rulers.
- Men cannot touch scissors or glue.
- Taboos cannot be broken. If a stranger proposes that a villager break a taboo, or if a villager breaks one, all members in the village click their tongue to show disapproval, but they don't talk about it.

Good luck!