

parlamentarium

Le Centre de visiteurs du Parlement européen
Das Besucherzentrum des Europäischen Parlaments
Het bezoekerscentrum van het Europees Parlement
The European Parliament's Visitors' Centre

Role Play Game for schools.

An Edutaining Experience

Students will learn about the internal workings of the European Parliament in a manner that is both innovative and entertaining, through a Role Play game where they can become a MEP for the day.

During the game, they will discover how European legislation is drafted and which stakeholders are involved in the procedure. Students will come to understand the process of forming alliances, negotiation with other institutions and communicating with media.

Players will be faced with high pressure environments similar to those of real MEP's: They will have to collect information from field experts, pressure groups and other stakeholders and select those elements which are most relevant. Students will have to make quick decisions and use their communication skills in their contact with the press and in political debates.

Throughout the game, players will need to work together and challenge themselves if they want to make decisions which coincide with the interests of European citizens. They will learn that they cannot act simply on their own opinions, but will have to take into account those of others in order to reach a satisfactory result.

A Brief Guide to the Role Play Game

1. Political Groups

Upon arrival, players will be split up into four political groups. There are four fictitious groups in the game:



The European Solidarity Group

Key Policy: This group's main objective is the welfare of state. It is in favour of state intervention as a provider of public services and funding.



The European Ecology Group

Key Policy: This group stands mainly for environmental protection, but also campaigns for social justice and freedom.



The European Liberty Group

Key Policy: The Liberty group believes in individual responsibility and market mechanism. It favours free enterprise and competition and is against state intervention.



The European Tradition Group

Key Policy: It believes in a society where state intervention and private initiative should be held in balance together with realistic legislation objectives and flexible implementation

2. The Cases

Once these groups have been formed, each one will be asked to split itself up into two separate groups, in order to form committees. Each committee will then be given a fictitious case to examine.



Case 1: The Environment Committee - Water Solidarity Directive

Due to Climate change, Europe has experienced disequilibrium in water supply. Member states have decided to pool their resources by building a water pipeline across the EU. Although its construction has already begun, latest research shows that we still face a 30% deficit in water supply. The Commission proposes this action plan on water management, The Water Solidarity Directive.



Case 2: The Civil Liberties Directive - Personal Identification Directive

Implanted micro-chips are already being used in Europe, for reasons of health, identification and security. Some believe that this ID technology has many benefits, while others believe that it is completely unacceptable.

The European Commission sees a need to regulate the use of implanted chips in future to secure the fundamental rights of individuals and to limit its potential misuse, The Personal Identification directive.

3. The Steps

The game simulates the "ordinary legislative procedure" which takes place in the European Parliament: The procedure consists of two or three readings. In the first reading, players will formulate amendments to the draft directives and try to force a majority for their position in committee meetings.

In second reading, Students must negotiate with the Council of Ministers to influence the draft directive. If no compromise is reached, the proposal is discussed a last time in a conciliation meeting where everything is at stake...

How Can We Book?

The Role Play Game is free and is designed for students between the ages of 14 and 16. However, older students would also find the game educational and entertaining. Please note that only group bookings can be accommodated. The Role-Play Game is not available for individual guests. Groups must have a minimum of 16 participants and a maximum of 32.

Group booking requests must be made via our website:

www.europarl.europa.eu/visiting

Please make sure that you request a group session at least four weeks before your visit. Role-play sessions take place Monday to Friday and each session will take about two and a half hours to complete. Facilities are also available for students with reduced mobility. For further information on available session times please contact our reservations department: parlamentarium@europarl.europa.eu

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