

## FAST FACTS



20+  
People



45-60  
Minutes



\$20



Med-  
High  
Risk Level

## Archie Bunker's Neighborhood

**Purpose of Activity:** To get students to understand the effects that stereotypes and discrimination can have on various groups.

### Objectives/Learning Outcomes:

By actively participating in this activity, participants will:

- Experience the discrimination that some groups experience.
- Recognize oppressive systems in government, housing, law enforcement and other institutions.

### Materials Needed:

- Tables
- 4 pieces of butcher paper of varying sizes for the groups
- Paper for constructing buildings
- Blank paper for building permits
- Nametags to distinguish the groups
- Fake money (totaling about \$2000)
- Art supplies (glue, tape, markers, pipe cleaners, popsicle sticks)
- 5-6 non-participants to act in roles

### Ground Rules:

- Be fully present and participate at your own comfort level – challenge by choice.
  - Follow up - What does it mean to be “fully present”?
  - Follow up - What does “challenge by choice” mean?
- Push yourself outside of your comfort zone – the most learning happens when we are a little bit uncomfortable.
- Listen respectfully, share air time, and encourage others to participate.
- Respect that everyone is at a different place with the things we discuss today.
- Show respect for one another's beliefs, values, and experiences.
- Respect and maintain privacy.

### Disclaimer:

- This activity can trigger a lot of emotions. Be conscious of the feelings that can come up and be ready to facilitate conversation.

### Facilitation Guide:

#### Set-Up:

- You are the mayor of a town and have charged four groups with redesigning the city.
  - The four groups are the Orange, Blue, Green and Purple.

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- Students should be gathered into groups randomly but not before the 5-6 actors have been designated their roles.
- Each group will have a finite amount of time to design the city based on the length of the program.
- The city's design should be based on what the group needs in the city.
- Each group will be given a piece of butcher paper and a section of the room to work in.
  - They need to remember that any building needs to be approved by the Building Inspector and any materials need to be purchased from the Storekeeper.

### Group Descriptions:

- These descriptions give directions as to how the groups should be treated by the mayor and the rest of the townspeople. Be sure to let everyone acting read these descriptors but not the group members.
  - The **Orange Group** is privileged in this activity. They will have every advantage possible. They will never be arrested by the police or even hassled. They will begin with the most amount of money: \$500. This group gets the best snacks from the Chamber of Commerce and two will even become members. They never have to wait in line at places and always get their building permits approved no matter how they are filled out.
  - The **Purple Group** has fewer opportunities than the Orange Group. Their permits usually have a few correctable mistakes and get approved. They get snacks from the Chamber and have one member selected from them. They begin with \$460, less than the Orange Group. They typically get warnings from the police before being arrested or ticketed.
  - The **Blue Group** has even fewer advantages than the Purple Group. They often get their paperwork wrong and are dismissed to go try it again. This group is ticketed or arrested more than the first two groups. They have the opportunity to have one of their group members interview to become part of the Chamber. They begin the activity with \$420.
  - The **Green Group** is arrested/ticketed more than any other group. Their building permits are often wrong and ripped up. They are assigned more fees than any other group. They begin with \$400. The Chamber won't be bothered with this group because they aren't business owners and they never will be.

### Townspeople:

- There are several townspeople that are there to help the Mayor. These are people who are not playing the game but helping to facilitate the program. They should be

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designated in the beginning before groups are selected. This is how each person should act during the game. Do not break character.

- Characters include the Police Officer, Secretary, Building Inspector, Storekeeper and 1-2 Chamber of Commerce Members. Each has a different set of tasks to keep the activity moving forward.
  - As **Mayor**, you are the facilitator and are able to break character if need be. In the mayor role, you favor the Orange Group and will often gift them things to help their community. You don't go into the less privileged places due to "safety concerns."
  - The **Building Inspector** is a lot more accessible for the more privileged. You have to approve every building that can be built. These approvals cost anywhere from \$20-\$100 at the discretion of the inspector. Go around and inspect the different buildings being made. If they don't meet your standard, you can correct the group and/or fine them for their mistakes.
  - The **Secretary** is highly irritated with the amount of people who need to see the Mayor and Building Inspector. When the inspector is "unable" to see anyone, you look over the forms. You are kind to the privileged but are not against ripping up the forms of the Green Group for the slightest error.
  - The **Storekeeper** sells any materials necessary to complete the buildings. You determine how much to sell items for and when to have sales and clearances. Items should be sold in increments of \$20. Some items can be available for rental.
  - The **Police Officer** is there to arrest and fine anyone who violates the "law." You can send people to jail for an allotted amount of time (3-5 minutes). You hang around the lower privilege areas more because they are "criminals." The Orange Group never does anything wrong, and the Purple group can be issued warnings.
  - The **Chamber of Commerce** is a welcoming organization for those who are doing great things in the city. You take the time to stay within the privileged places and bring the privileged people snacks. You give the Orange Group an opportunity to have two groups members join and the Purple group gets one. The Blue group can have someone interview to join but they are rarely accepted. The Green group is ignored.

### A timeline for the event:

- For the first 10 minutes: Let every group progress towards designing and constructing their section of the city.
- After 10-15 minutes: Start to treat the groups differently.
  - Chamber members can start to distribute the snacks and invitations to join.
  - Police can start patrolling the groups.
  - The Storekeepers can have sales and clearances. Mayor can begin to gift buildings and items.

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- Around 30 minutes in: Have a meeting with the Chamber members and other actors.
  - Make it as exclusive as possible.
  - Discuss a highway to connect all the communities.
- Anytime after 30 minutes: Wrap up and have your groups present their communities.

### **Discussion Questions:**

- What are your initial reactions to the activity?
- What were some of the barriers to creating the community you wanted?
- Did other teams help you? How?
- What were the other groups going through? Did you notice anything?
- What do you feel were your obligations?
- How can you relate this to real life?
- If each group represented a social class, which one would you be in?
- What does it feel like to be in the Green group in reality? Orange Group?
- If this was race, who would be in the top group? Bottom? Middle? Why?
- After doing this activity, how do you think it will effect your experiences on or off campus?