



Pamoja

A cross-cultural simulation game

What is the goal of Pamoja?

- Different cultures value and share information in different ways. Pamoja helps the participants observe the principles of the free-flow of information in a fun way.
- Pamoja will help participants consider the development of information resources, information sharing and information gathering in an intercultural context.

What happens during Pamoja?

- Participants will be assigned to different countries. They will build information centers within their countries and then trade and share information with other countries.
- The game is fun and allows creativity and openness to new ideas and beliefs.

Country Goals

- Each country team will develop and follow a plan for building information centers in your country while interacting with and learning about other countries.

Country Development

- Each country is designated by a color.
- Each country has information centers: public libraries, universities, museums and community centers.
- Within each country, team members will have the following roles:
 - Country representatives
 - Ambassadors
 - Gatekeepers

Pamoja Schedule

- General orientation and team formation 20
- Country and culture creation 20
- Role selection and orientation 20
- Playing the game 45
- Debriefing 40

Country Creation

- Draw a country with various geographic areas. The areas will be delineated in a handout for your country

MONEY\$\$\$\$\$\$\$\$

- The Pamoja Union currency is called Mojas.
- You can buy:
 - Community center 500 Mojas
 - Public library 1,000 Mojas
 - Museum 1,000 Mojas
 - University 1,500 Mojas

Some countries will be richer than others.

Cultural Characteristics

- Each country has to decide what is their defining cultural characteristic, this characteristic is kept secret from the other countries since they will have to guess the characteristic at the end of the game.
- You **MUST** model your country characteristic

Examples of Cultural Characteristics and infofacts

- Once you have a cultural characteristic, then you will come up with 15 infofacts about your country that reflect your cultural characteristic.
- Cultural Characteristic: Reading is most important in our culture
- Infofact: Every child in our country receives a book in the hospital
- Modeling characteristic: Everyone in the group walks around with a book.

Country Building Plan for Information Centers

- Once you have a cultural characteristic, then you will write a short building plan that describes how you would like to position information centers in your country. Your building plan should be related to your cultural characteristic.
- Example: Libraries and Universities will be placed in all regions in our country because we value reading.

Time to go to your country

20 minutes

- Review contents of packet
- Write name and country color on nametags
- Read team handout
- Draw the country with all regions
- Decide on one cultural characteristic
- Write 15 infofacts on post-its and post on around the country
- Decide on how you will act out cultural characteristic
- Develop your country's building plan

The roles

- Country representative: stays in the country, is responsible for information centers and negotiates with the ambassadors from other countries
- Ambassadors: select search cards from gatekeeper, go to other countries, get information from other countries and share information and money with the team

The roles

- Gatekeepers: stay at the border of their country, allow or refuse entry to the country, assist the country representative, report for the team, manage the search cards and money
- Donors: listed to requests from countries for funding and can provide money to countries to build information centers
- Storekeeper/banker: sells information centers, issue money, and authenticates information searches

Sample search

- Ambassadors will select randomly search cards from a bag held by the gatekeeper of their country
- Example:
 - Get an infofact from a public library in the Lake District of Country Green

Pamoja Chance Card

- Example:
 - Country farthest away from you faces an economic crisis; go there and donate 100 Mojias to their country representative

Remember

- Negotiation is always an option.
- Donors are always approachable.

Back to your countries

10 minutes

- Decide team roles
- Gatekeepers receive bag of search and chance cards
- Countries finish their infofacts and building plans.