

## Power Game

Purpose: to explore some of the behaviours in unequal power relationships and to identify personal experiences of different behaviours within a power game. Important to emphasise that these are behaviours not people. The exercise seeks to make a distinction between behaviours and roles, for example, a person in an army uniform is not automatically a bully. There are aspects of all behaviours that we are familiar with and use.

Time: 60 minutes

Preparation: Prepare the Power Triangle (see handout) flip chart in advance, together with profile cards for each participant. You will be asking for groups of three and each group will require one of each profile.

Description: Persecutor, Victim, Rescuer

1. Introduce the Power Game Triangle info: Persecutor, Victim, Rescuer
2. Give a Profile card to the three in the team and ask them to fill it out, giving 2 stereotypical items under each behavioural heading
3. Role play the game
4. Feedback: How did you feel? Which role is most familiar to you?

Turning the Tide first used this exercise in preparation workshops for people going to do unarmed accompaniment work in Israel-Palestine. But a scenario can be devised appropriate to any group, or you could use a generic one. The exercise can be difficult for participants to understand, so careful explanation is usually necessary. A practise run, or a demonstration might be helpful. Id badges for 'persecutor', 'victim' and rescuer' can also help participants stay focused.

1. Ask for roles of IDF soldier, Palestinian and Accompanier to be filled
2. Ask the roleplayers to think themselves into their role, particularly with reference to the behavioural characteristics explored previously. Check you have a Persecutor, Victim and Rescuer (PVR).
3. Draw an imaginary PVR triangle and ask each to stand at the appropriate corner. Each keeps their character/role throughout the exercise
4. Describe a scenario, for example, checkpoint soldier preventing Palestinian returning to home. Emphasise the need to conform to the behaviours.
5. Run the roleplay.
6. Allow time for each to jot down their thoughts and feelings about their role
7. Rotate the positions one place so that they change behaviour, but not role, so that whoever played the soldier/persecutor now becomes a soldier/victim.
8. Allow time for each to jot down their thoughts and feelings about their role
9. Rotate again, allow time for jottings.
10. De-role and feedback on all three positions.