

EnemyWithin

Teacher Game Instructions

LEARNING OBJECTIVE

ENEMY WITHIN is designed to make students aware of group psychology and dynamics and to learn how it feels to be the victim of stereotyping and fear mongering. This game is structured to evoke strong emotional responses and may reveal underlying group dynamics. Students are allowed to experience feelings of being “the other” and/or “the accuser” within the safe environment of the game’s “magic circle.” In order for students to better reflect on their feelings and behavior during the game, play the game more than once and follow up with a group debrief immediately afterwards.

BASIC STRATEGY

The object of ENEMY WITHIN is to eliminate the Evil Enemy hiding among a group of Happy Citizens. In McCarthy-esque style, players accuse each other of being enemies and cause each other to disappear. Accused players defend themselves by reading the texts on the Character cards they received. It is somewhat dark and fast-paced and designed to evoke strong personal emotional responses and bring out personal biases in the group.

IMPLEMENTATION NOTE

This game is best played by the whole class and moderated by the teacher in the role of the Game Master. To maximize the emotional impact of this game, it is best if it is played 2-3 times before moving into a discussion about it. Personal dynamics of students in class may come into play and need to be addressed during the debriefing.

GAME COMPONENTS

Print, cut, and assemble cards as needed.

(IMPORTANT: Students should not see cards prior to playing game.)

- Game Master Script
- 32 Enemy/Citizen cards (print 4 copies depending on class size)
- 32 Character cards (print one set depending on class size)

GAME SET UP (Teacher acts as Game Master.)

- Assemble the players in a circle so everyone can see each other.
- Shuffle and distribute 1 Enemy or Citizen card per player. Cards are kept secret.
- Shuffle and distribute 1 Character card per player.
- During game, players removed from game should remain silent until game ends.

GAME TIME

approximately 20 minutes

PLAYERS

Up to 32 players

Teacher acts as Game Master

