

REMOVING BARRIERS

Overview

The Removing Barriers Game has been developed to help people learn about disability and the barriers faced by disabled people in everyday life. By understanding and recognising the barriers faced by disabled people, players can think about changes and adjustments that we can all make to help remove these barriers.

Group size and facilitation

The game works best with 4 – 12 players divided into 2 teams. A game usually last between 45 – 60 minutes, but you can make it shorter or longer depending on how much time you have available.

A facilitator with knowledge of disability is not a requirement. The game is simple enough to be managed by the players themselves, but a facilitator could be useful in providing extra insight and context during play. You could also invite a disabled person to help run the game session and share their experiences with the players. Games can be used for informal learning in the workplace, or as part of more structured training and workshops.

All questions are asked and answered by the teams themselves, not by a question master or facilitator. The game is designed to encourage reflective discussions, allowing players to consolidate existing knowledge, acquire new knowledge and share experiences. Discussion between players is what makes the game effective and should be encouraged.

Question Card Packs

There are 4 packs of cards in the game:

Removing Barriers cards: These are answered when teams land on cartoon illustrated squares along any side of the board, excluding corner squares.



Community Resources cards: These are answered when teams land on a Community Resources square.

Institution Cards: These contain a statement which is read aloud when teams land on the “Miss a turn, stay in the Institution” corner square.



Accessibility Cards: These contain a statement which is read aloud when teams land on the “Accessible Facilities” and “Services not accessible” corner squares.



Setting up a game

1. Divide players into two equal teams.
2. Place the two playing pieces on the “Start” square.
3. Shuffle each pack of cards.
4. Place the Community Resources, Institution and Accessibility cards on the corresponding spaces on the board.
5. Place the Removing Barriers cards, dice and timer at the side of the board ready for use.

Playing the game

The aim of the game is to win the most tokens by correctly answering questions. Both teams roll the dice, and the team with the highest roll takes the first turn.

They should roll the dice and move forward the appropriate number of squares. What happens next will depend on which square they have landed on:

Removing Barriers square

These are the illustrated squares on each side of the board, excluding corner squares. A player from the **opposing team** should select the top card from the **Removing Barriers** pack and read the question aloud. Give the team a few moments to discuss and give their answer. The opposing team checks the answer against the one on the card, and a token is awarded for a correct answer.



Community Resource square

The **opposing team** should select the top card from the **Community Resources** pack and read the question aloud. Give the team a few moments to discuss and give their answer. Check the answer against the one on the card. These are simple true/false questions so there is no reward for a correct answer. However, if a wrong answer is given the team loses one of their tokens. If they have no tokens to lose, no action is taken.



Institution square

When landing on this corner square, the team misses their next turn. They should also select the top card from the **Institution** pack and read out the statement printed on it. If players want to discuss the point raised, this should be encouraged.



Accessibility corner squares

If a team lands on "Accessible Facilities" they win a token, and if they land on "Services not accessible" they lose a token. If they have no tokens to lose, no action is taken. The team should also select the top card from the **Accessibility** pack and read out the statement printed on it. If players want to discuss the point raised, this should be encouraged.



Start square

This is a free square; no action is taken.

Play continues with each team taking turns to roll the dice, asking and answering questions based on which square they land on. Teams should only be allowed a few minutes to discuss each answer, and you can use the timer to speed up play.



Ending the Game


You can end the game after an agreed length of time, or if you run out of questions. The team with the most tokens is declared the winner.


Wrap-up


If you have the time, spend a few minutes getting the players to discuss what they've learned from the game and how it might have changed their view of disability and the barriers faced by disabled people in everyday life.


Accessibility

You can download large print and audio versions of this guidebook from the game website.

 @BarriersGame

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