

CROSS-CULTURAL ACTIVITIES

WilJil*

Materials:

Photocopies of rules for Wils and Jils, and chips, pennies, beans or some other kind of token.

Instructions:

- 1) Split the group into 2 cultures (the Wils and the Jils) and send each culture to a private place. Distribute the instructions to each group and 2-4 tokens to each participant. Be sure that no Wils see the Jils' instructions and that no Jils see the Wils' instructions.
- 2) Have each group read their instructions and learn the ways of their new culture. Allow 15 minutes for each culture to practice among themselves.
- 3) The groups then participate in a cross-cultural exchange. Each sends and receives 3 visitors to/from the other culture. After a 5-minute stay, the visitors return to their own culture and are given 2 minutes to share their observations with their group members. (Keep tabs on the time carefully. Signal loudly with a bell or something loud enough for both groups to hear at the same time.)
- 4) The next group of visitors is then sent and the cycle repeats itself until everyone has had a chance to visit the other culture or until time runs out. You will hopefully have time for 3 cycles.
- 5) Debrief the experience. You can use the following discussion questions:
 - a. What are the adjectives that the Wils would use to describe the Jils (and vice versa)?
 - b. Can any of the Wils explain the Jils customs and values (and vice versa)?
 - c. Can the Wils and Jils explain their own customs and values?
 - d. How did your roles as visitors or hosts affect the way in which you dealt with the challenge?
 - e. What did you do to try to fit into the other culture (or did you try to fit into the other culture)?
 - f. What worked and what would you do differently?
 - g. Was it frustrating at times? Fun at time?
 - h. What parallels do you see between this activity and what you can imagine might happen during your stay in your host community? (e.g. being confused, ignorant of culturally acceptable/unacceptable behaviors, ways that we try to fit in, compromising our own cultural norms that may be very important to us, difficulties in picking up important cues when in stressful or unfamiliar situations)

The Culture of Wil

You have been born in the land of Wil. The following are your values and customs. Learn them quickly, then become fiercely loyal to them.

Values:

1. Tokens
2. Information concerning vital statistics
3. Social interaction

Customs:

1. Wils love physical contact. They shake hands every time they greet one another and every time they say goodbye. Their handshakes are often accompanied by a slap on the back. They maintain physical contact during any social interaction and like to hold hands.
2. Wils talk a lot and talk loudly, constantly interrupting one another.
3. Before engaging in any interaction, Wils make small talk. They often continue this small talk during interaction.
4. Wils use a lot of gestures when talking.
5. Wils look people in the eye, particularly when answering, "yes" or "no."
6. Before approaching women, men must kneel before the elder (the oldest male in the group) and get his permission. If a man does not follow this rule, other men are free to take appropriate action (e.g. escort him from the room).

Tasks:

1. Try to obtain as many tokens as possible, remembering that having positive and rich social interactions is equally as important.
2. To obtain tokens, you must correctly guess the numerical vital statistics of the other participant with whom you come into contact. These guesses must be formulated in yes/no questions. An appropriate question, for example, would be "Do you wear size 7 shoes?" or "Are you 37 years old?" Try to gain tokens by finding out information such as: date of birth, number of siblings, height and shoe size. **Note:** *It is considered extremely offensive to ask others about their weight.*
 - If you guess correctly, receive a token.
 - If you guess incorrectly, give a token.
 - Ask only one question at a time of a person. You may later return to the same person to ask further questions.
 - The elder always receives a token, even when he does not guess correctly.
 - You may, if you choose, collect a token from anyone who you see not acting according to your customs. If you do not act according to a custom, you should readily give up a token.

The Culture of Jil

You have been born in the land of Jil. The following are your values and customs. Learn them quickly, then become fiercely loyal to them.

Values:

1. Tokens
2. Information concerning vital statistics
3. Speed and efficiency

Customs:

1. Jils consider their bodies to be very private. They don't touch others and they don't like to be touched.
2. Jils are soft spoken and are very careful not to interrupt one another.
3. Jils clasp their hands behind their back when they speak.
4. Jils avoid making eye contact.
5. It is considered offensive to directly say "yes" or "no." To say "yes," Jils touch both their knees. To say "no," Jils raise both elbows sharply. The higher the elbows, the stronger the "no."
6. The Jils have a Queen. Before interacting with the Queen, they must do a little disco-style dance before her. If someone neglects to do that, the Jils cry.

Tasks:

1. Try to obtain as many tokens as possible as quickly and as efficiently as possible. Try not to waste time.
2. To obtain tokens, you must correctly guess the numerical vital statistics of the other participant with whom you come into contact. These guesses must be formulated in yes/no questions. An appropriate question, for example, would be "Do you wear size 7 shoes?" or "Do you weigh 135 lbs?" Try to gain tokens by finding out information such as: date of birth, number of siblings, height, weight, and shoe size.
 - If you guess correctly, receive a token.
 - If you guess incorrectly, give a token.
 - Ask only one question at a time of a person. You may later return to the same person to ask further questions.
 - You may, if you choose, collect a token from anyone who you see not acting according to your customs. If you do not act according to a custom, you should readily give up a token.