



YOU PART

Engage. Connect. Empower

CREATE YOUR OWN POLITICIAN AVATAR

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CREATE YOUR OWN POLITICIAN AVATAR

FACTS

Age of participants: 12 +

Number of participants: 10-20

Duration: 60 - 90 minutes

GOALS

This activity allows participants to engage with politics. It stimulates a personal reflection on their beliefs and opinions on politicians, and it creates an opportunity to reflect on the commonplaces and symbolism of politics and politicians in the community they live in. Moreover, the use of art helps participants to identify and express their thoughts and feelings, overcoming the boundaries of language. The verbal language is used only in a second phase, to describe their creations and to discuss with other participants to identify commonalities and differences.

ADDITIONAL INFORMATIONS FOR FACILITATORS

- Facilitators can join in and make their own avatars as youth workers.
- Try not to interfere too much with the activity as it is happening, and let participants express their inner reflection on politics.
- This activity can also be used by non-native speakers, as art and creativity are ideally used as the main language.

MATERIALS

You can choose between different materials or even a mixture of them:
Aluminium foil, crepe paper, coloured cardboard; scissors, pens.

PREPARATIONS

Divide the participants into 2 groups and gather each group around a big table. Set in each table some scissors and markers and give each participant around 40 centimeters of material (tin foil, crepe papers, etc.). There should be some spare so that everyone can help themselves.

INSTRUCTIONS

FIRST PART

For this first part of the activity consider 20-30 minutes.

Step 1

One group is instructed to answer the question “What three attributes does a good politician have?” The other group is asked “What three attributes does a bad politician have?”

Step 2

Each participant will reply to this question and make these attributes with the material (tin foil, crepe papers etc). It is helpful to give a couple of examples, as “if you think a politician should be a good listener, you might create an ear, if you think they should be generous you might create a ‘giving hand’”. It can be a single creation or avatar that captures all three attributes or three separate creations.

SECOND PART

For the second part of the activity, the correct timing will depend on the number of participants. 30 minutes could be a good timing if there are maximum 20 participants.

Step 3

After this, each participant describes their creations. Let them describe them in their own words and give everyone a chance to speak.

Step 4

Follow up a discussion by asking what similarities did people see and what differences? Was there anything surprising in what they saw? The participants then examine how people perceive politicians and if there are some common symbolism and commonplaces in their representations. Make sure that they draw attention to both the negative and to the positive characteristics that came to light.



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