

AEI Games

AEI develops a series of educational or awareness-raising games, with different purposes in mind:

- Some show the absurdities of occupation including an (old) checkpoint game (still available in French) and a new permit card game, in English
- Others support critical thinking among Palestinian youths, such as the 'Rules of Respect Game' (Arabic)
- Still other games support the documentation of heritage stories, like the 'Wisdom of Sumud Game' (English).

Permit card game

The permit card game takes the many permits of the Israeli occupation to task. It is a so-called quartet card game in which players must collect cards belonging to a particular series. In each series the Administration of a land called 'Permitland' decides whether a permit is 'denied', 'granted', or 'postponed', or whether it issues a 'warning'.

For instance, in the permit series 'Area C' are the following instructions:

1. **Collaboration** - You gave your collaborating *mukhtar* (*local leader*) information which is useful for the Israeli army - Permit approved
2. **Resources** – Your project requires land and water resources reserved for nearby Israeli settlement – Permit denied
3. **Deeds** - You first have to show property deeds from Turkish times (over 100 years ago) – Permit postponed
4. **Frustration** - Be prepared there may be no response. (Over 90% chance you don't get a permit) - Warning

See for the complete card game, the resource section of this website. This game can be bought against a modest price.

Rules of Respect Game

This cardboard game has a lay-out like 'Monopoly' and shows a path where the fields are marked by questions requiring the picking up of cards with difficult questions. A set of different cards contains phrases of civic wisdom that help the players to respond to the challenges. The game was tested and adapted by AEI project staff and PNA Ministry of Education officials.

Examples of challenge cards:

Olive harvest

October is the time of the olive harvest in Palestine. This year a settler came, with a gun. He told us that the olive trees were his own and that he would shoot if we didn't leave immediately. This means that you don't have a choice but to leave, and quickly so. What is your opinion?

A childhood in Gaza

Ahmad was born in Gaza. One day, Ahmad's house was shelled and destroyed by an Israeli tank. On that day, Ahmad had an exam. Despite his destroyed house, he took that exam – why, do you think? What is your view of this?

The participants then use wisdom cards which help to guide how challenges can be faced.

Examples of wisdom cards:

- Dignity is not for sale.
- Human beings are neighbors who should help each other no matter where you are or who you are.
- I wish I was an ant. You don't see them but ants take care of each other. They have a strong will to live.
- I hope I once have the power to change the wall and the checkpoints and turn them into something else.
- What God has created, no one can destroy.



School girls playing the Rules of Respect game

Wisdom of Sumud game

The Wisdom of Sumud Game is a memory card game of Palestinian heritage narratives. All cards should be put in lines on a surface with the narrative side down. Players have to lift cards and match two cards.

For instance, there are the following matching cards 'Ready To Help':

Ready to help

A Story About 'Omar Ibn Al-Khattab

Once a man wanted to make a request to Caliph 'Omar Ibn Al-Khattab in Medina. After a long journey, he sat down in a coffee house and ordered a drink. He asked the man sitting next to him how to approach the Caliph. The man took him out of the shop and showed him a butchery where people were lined up waiting for their turn. The man pointed towards a poorly dressed person in the line with a basket in his hand: "This one is Caliph 'Omar Ibn al-Khattab." The visitor was greatly surprised and asked others, but all of them said: "That man is the caliph." The caliph saw the visitor asking and called him to come. On the spot he dealt with his request.

Ready to help

The Good Brothers

Once two brothers who were very close and always working together tended a field in Jerusalem. During the threshing season they would divide the corn among themselves by making two heaps of equal height. Afterwards they would stay the night at the place in order to guard the fields against robbery.

On one such occasion, one of the brothers woke up during the night and mumbled: "It is not really right that I receive the same amount of corn as my brother does. He raises a family and has many more expenses than I do." He stood up, removed seven measures from his own pile and put it on that of his brother. Then he went back to sleep. Shortly afterwards his brother also woke up and thought by himself: "It is not right that I receive the same amount of corn as my brother. He is alone and misses the joys of life that I experience." He too stood up and removed seven measures from his pile and put it on top of his brother's.

When both of them woke up in the morning, they were astonished to see that the piles had remained the same. God blessed their deeds and declared the threshing floor to be holy forever.

See the resource section of the website for the complete game.



AEI's women playing the Wisdom of Sumud game outside the Sumud Story House near the Wall