



## Activity N°1 : It's your turn!

Awareness-raising  
Romania

**Key words:** Sport / Stereotype / Live commentary



### Target groups:

- Journalism students
- Professional journalists
- Other media professionals
- Media literacy trainers

**Duration:** 60 to 90 minutes

**Context :** Participants take part in a game, taking their turn in the media spotlight, but stereotyped physical characteristics which are not their own are associated with them. A team of journalists provides live commentary on the match. So it's your turn!

### Objectives:

- **To raise awareness about the use of stereotypes**
- **To try out the specific format of live commentary**

### Equipment:

- A4 paper and marker pens
- Safety pins
- Sports equipment (balls, rackets, etc, as appropriate for the chosen sport)
- Recording equipment (TV cameras, microphones, cameras, etc) and broadcasting equipment

**Media resources:** A series of characteristics that can be stigmatised (such as being thin, fat, short, white, black, rich, gay, a bad loser, etc), written on separate sheets of A4 paper and pinned like numbers on participants' backs.

**Observations:** Prior to the activity, arrange the area to be used: mark out the playing area, provide seats for journalists/commentators and set up the recording equipment.

## Organisation:

Class configuration	Time in minutes	Sequence of activities
GR	5'	Introduce the activity by announcing the imminent broadcast of a basketball match (or another sport of your choice).
GR	10'	Choose teams and allocate roles: players, captains, umpire, (two) journalists, spectators, etc. Give each player a sheet of A4 paper with a specific characteristic written in large letters on it, together with his/her first name, and pin it to his/her back.
GR	10'	The umpire explains the rules and starts the game.
GR	15'	The journalists provide live commentary on the game for 10 minutes. This is recorded. They must refer to the characteristics displayed on each player's back, while avoiding any stigmatisation or discrimination in their commentary.
GR	10'	Debriefing, considering first impressions. The players should discuss how they felt about having to be "labelled".
GR	30'	Watch/listen to the recording of the commentary together. Discuss the use of certain terms and the live commentary format.

**Variant:** This activity could be done without recording the commentary. The discussion would then focus more on everyone's particular role (as "player with a label", commentator, umpire or spectator).

### Suggested follow-up activities:

- **Stereotypes and representations** Unit: Activity n°6. Show me your ID please!
- Sport Unit: Activity n°23. Eddy Mercury calls it a day
- **Using games and humour** Unit: n° 14. Cartoon heroes transformed!