L'ANONYME

BETWEEN THE LINES

Rules

1 to 5 players | **About 20 minutes** | **Starting at 12 years old**

Learning objective

Between the lines is an educational game designed to raise youth's awareness of the risk of sexual exploitation. The goal is to help them recognize the warning signs that appear in the recruitment cycle, while encouraging them to reflect on the early indicators of violence in intimate and sexual relationships.

Goal of the game

The goal of the game is to rank the scenario cards in order, from least to most risky of sexual exploitation recruitment.

Materiel

- 50 scenario cards
- 1 hybrid card
  - QR code linking to the rules on the front
  - "**+**" symbol on the back
- 1 hybrid card
  - Short answer key on the front
  - "**–**" symbol on the back

Gameplay

1. Place the "+" and "–" cards at opposite ends, leaving enough space between them to place 10 scenario cards that will be drawn during the game.
2. Place Scenario Card #1 – the only yellow card – in the center. This card will serve as a reference, representing a **moderate** recruitment risk.
3. Shuffle the scenario cards, then randomly select 10. Taking turns, draw a card and read the scenario out loud. Place the card among those already laid out, deciding whether it depicts a higher or lower risk than the previously placed cards.
4. Once all the cards have been placed, check the back of the **card "-"** to see if the sexual exploitation risks were correctly assessed. Refer to the detailed answer key below if needed.

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For the facilitator: Intervention strategies

While this game is designed as a playful introduction to the warning signs of sexual exploitation, it can also be used to explore participants' risk tolerance and identify risk factors related to sexual exploitation and violence in intimate relationships.

The scenarios are independent of one another, which explains the variations in the terms used to describe relationships (partner, boyfriend, dating, etc.).

Many scenarios remain fairly vague in their context. This allows participants to reflect on the risk and protective factors that could influence the level of danger in each scenario. Some cards may be considered more or less risky depending on the reasoning provided.

> What would make Maya safer?
> What would make Maya less safe?

All the Scenario cards feature Maya, a fictional female character. This highlights common gender dynamics in cases of sexual exploitation. You are encouraged to explore the impact of these dynamics in your follow-up questions, especially when some characters are gender-neutral.

> Does the level of risk remain the same if the protagonist or antagonist is a boy? A girl?

Using third-person scenarios also allows participants to take a step back and better assess the level of danger in certain situations. Risk assessment is sometimes lower when participants place themselves directly in the scenario.

> Would you consider this scenario just as dangerous if you were in Maya's place? Why?