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**Ethnic Studies 135AC (Contemporary U.S. Immigration)**  
**Immigration Board Game Activity: Mojados/"Wetbacks"**

This activity was created in order to personalize the immigrant experience of crossing the border. It is meant to be an interactive group activity that incites group members to undergo the experience of crossing the border. On a deeper level, the purpose of this game is to encourage participants to think about and challenge certain negative views held against illegal immigrants by making them focus on the fact that they were playing the role of a real person.

To create this activity:

**1) Research narratives of people who have crossed the border. Note their lives stories and include a summary of the reasons why they decided to cross the border into the US, and their lives after they arrived in the US. Also, include whether their initial goals for migrating were successfully achieved once they established themselves in the US.**

**A.** On a sheet of paper provide a description of all your characters (their lives and why they are crossing the border), which will be given to the group of people that will play the game

**B.** On a separate sheet of paper, include all the characters and their prognosis in the US—this is for you so that you can read the prognosis to the "immigrant winner"

**2) Research a method of border crossing such as the Arizona-Mexico desert and note the different hazards involved in border crossing**

**A.** On a sheet of paper include all the hazards that can occur from crossing the Arizona-Mexico Border.

**B.** This list of hazards will become your individual Risk cards, therefore, make sure to provide a description of the risk and the potential consequences. For instance, "you have been spotted by a border patrol, due to heat exhaustion you are unable to speed up your pace, and thus your chances of getting caught are pretty high. You must go back 3 spaces and skip a turn."

**C.** Include positive consequences as well, like "a good Samaritan has provided you with water and food."

**D.** Remember that all individuals that fall on the highlighted squares are required to get a risk card. Also, don't forget to include a negative or positive outcome based on the hazard/lucky event (e.g. go back 3 squares, skip a turn, advance to square 9)

**3) Create the board game**

**A.** You will base your immigration path in the board depending on the list of hazards that you found and on the length your activity. For example, my path included 14 squares from the "start line" to the statute of Liberty. The 14 squares were based on the 8 hazards that I identified in the risk cards and on an estimated 25 minute game.

**B.** In the path that you create, highlight the number of squares that more or less reflect the difficulty of reaching the border based on all its hazards. I highlighted 8 squares, the beginning alternated between a "light" or safe square (no need to get a risk card) and a "highlighted square" indicating the person to get a risk card. Towards the end of the path (near your endpoint) there will be two consecutive highlighted squares to reflect the increased dangers of approaching the border.

**4) Provide each member with a dice to roll. The dice will be used to indicate how many squares the person should move. If your path is short, you can make 4,5,6 the equivalent of moving 1,2,3 squares, respectively.**

**5) The winner, the person that successfully reaches the border or gets closest to it, can receive a reward (e.g. candy, food, drinks). You can also choose how many winners you want to have, the difficulty of reaching the border, and the aesthetics of the board game. "Don't Forget to Read the Prognosis"**