



**UNHCR**  
The UN Refugee Agency

# Teaching About Refugees

## TEACHING ABOUT REFUGEES

**AGES**

**12-15**

**Lesson plan for video game**

**‘Path Out’**

Play the video game on a computer by opening the following link

<https://causacreations.itch.io/pathout-short>

After playing the game and doing a few learning activities in the classroom, pupils are invited to watch the video on Jack, the developer of the game, and to read this article

<https://www.unhcr.org/news/stories/unhcr-video-game-lets-pupils-experience-refugees-perilous-journey>

UNHCR, the UN Refugee Agency, protects people forced to flee their homes because of conflict and persecution. We save lives, protect rights and help build better futures.

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# ACTIVITY 1

## Game play

### LEARNING OUTCOMES

Children will learn the dangerous situations in which many refugees live and find out about reasons to flee. They will also learn about the dangerous journeys many refugees need to undertake to get to safety. They will also learn about the difficult choices families need to make when they are forced to flee.

#### STEP 1: Make sure all children in your classroom have access to a laptop or desktop computer

The Path Out video game can be accessed through all commonly used internet browsers simply by opening the game with the link in STEP 2.

If you cannot access the game, make sure you set the computers to use a secured internet connection (cf. by using a VPN).

#### STEP 2: Ask your students to open up a browser on their computer and open the site <https://causacreations.itch.io/pathout-short>

You can send your students the link via e-mail or messenger beforehand, or you can bookmark the site on students' computers beforehand, depending on how you typically prepare lessons with students working on computers..

First explain the **objective of the game**: to get Abdullah out so he can escape Syria despite all the dangers.

Secondly, explain to your pupils that they can start the game using the '**New Game**' option in the menu, and they can move Abdullah around using the arrow keys on their keyboard, or by clicking with a mouse to the location where they want Abdullah to move. After each segment of the game, pupils need to press the 'Escape' key to move on to the next level.

Give the pupils **at least 1/2 hour** to complete the game.



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## ACTIVITY 2

### From game to real life

#### LEARNING OUTCOMES

Students will learn more about Jack Gutmann who developed the Path Out game. They will learn he was named Abdullah at birth and grew up in Hama, Syria's fourth-largest city and find out more details about his life. Jack's story will illustrate the challenges refugees face during their journey to safety and after arrival in a host country.

#### STEP 1: Jack's life, after the game

Path Out ends with Abdullah escaping Syria and getting over the border. But what happened after the game ends?

Abdullah, or Jack as he is now known, fled to Austria where he met the game creators of Causa Creations, a Vienna-based game-design company that sees video games not only as entertainment but as “meaningful, enriching experiences that can connect us, challenge our perceptions, and give insights into the world around us.”

Have your students read this article on UNHCR's website:

<https://www.unhcr.org/news/stories/unhcr-video-game-lets-pupils-experience-refugees-perilous-journey>

You can also prompt your students to watch the short video

<https://www.youtube.com/watch?v=RGi3jDyWHJI>

#### STEP 2: Ask your students questions and start a class debate

- What happened to Abdullah / Jack **before he crossed the border**?
- What happened to Abdullah / Jack **after he crossed the border**?
- Which **challenges** did he face during the journey and in his new home country?