

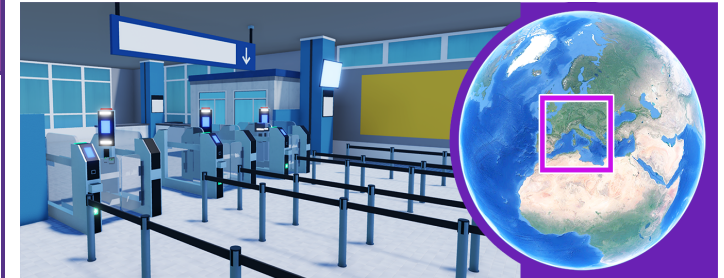
Teacher materials

Population and migration: Increasing immigration

Scenario description

Players take on the role of decision-makers, aiming to attract and support new immigrants. They must analyse data, make decisions and allocate resources to attract workers, support local training programmes and manage resources for a growing population. Players must think critically about how immigration can contribute to a vibrant, diverse society, while balancing long-term planning with immediate needs.

Approximate location: Southern Europe



Learning objectives

- To identify the reasons why people migrate.
- To make decisions about immigration.
- To examine the impacts of immigration on people, the economy and the environment.

Key geographical terminology

- **Migration:** The movement of people from one area to another. A **migrant** is someone who moves from one place to another.
- **Immigration:** The movement of people into a country.
- **Overseas students:** An individual who is not a permanent resident of the country where they are studying.
- **Border security:** Measures to stop people entering a country illegally.
- **Biometric scanners:** Devices used to capture information like fingerprints and faces to verify the identity of an individual.

Key decisions

- Should we recruit skilled migrant healthcare workers or invest in training the local workforce?
- How can we attract and retain international students?
- Should we train local drivers or attract experienced migrant HGV (heavy goods vehicle) drivers?
- How can we improve border security while maintaining a welcoming environment?
- Should we build temporary accommodation or invest in permanent housing for new arrivals?

Think, work and apply like a geographer

Encourage students to explore the links between gameplay and real-world job roles, such as:

- migration policy advisor
- health policy advisor
- logistics manager
- border security officer
- housing officer

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Questions to explore	<ul style="list-style-type: none"> What are the benefits and challenges of immigration for a country's economy and society? What infrastructure and services are needed to support new arrivals? How can technology improve border control while ensuring fair treatment of travellers? What are the short-term and long-term effects of temporary/permanent housing solutions? What role do international students play in the economy and society? Who decides who is allowed to move to a country and under what conditions?
Emotional and ethical considerations	<ul style="list-style-type: none"> Fear and uncertainty: Starting a new life in a different place can make people worry about whether they will be accepted and feel happy in their new home. Consider whether players may have direct experience of these feelings. Ethical decision-making: How can we ensure that migrants feel welcomed and supported in their new communities? Should priority be given to those already living in the region or to newcomers with specialist skills? How do we balance the need for secure borders with the rights of individuals? Are short-term fixes (like temporary housing) enough, or do we have a responsibility to build sustainable communities?
Links to other BBC resources* <i>*Some video content may only be available in the UK.</i>	<ul style="list-style-type: none"> BBC Bitesize – Migration: <ol style="list-style-type: none"> https://www.bbc.co.uk/bitesize/topics/zg7nvcw/articles/zgrbg7h https://www.bbc.co.uk/bitesize/topics/z9f9kty/articles/zjb9qyc#zvwdmbk https://www.bbc.co.uk/bitesize/articles/z2hptra#zkhptrd BBC Bitesize for Teachers – Immigration and emigration: https://www.bbc.co.uk/teach/class-clips-video/articles/zf8wjhv BBC Bitesize for Teachers – Migration: https://www.bbc.co.uk/teach/class-clips-video/articles/zkn8vk7 BBC Bitesize – Windrush child: https://www.bbc.co.uk/bitesize/articles/zhfqm39#zx3mtrd
Play Planet Planners on Roblox	The URL for the game is: https://www.roblox.com/games/80099528313812 . This link will take you to the Roblox platform.