

Realistic - unrealistic



Imagine an axis between 0 and 10 where 0 means completely unrealistic and 10 means completely realistic.

Discuss the following elements from the game Europe at Work, and place them on the axis depending on how well you think the game represents real-world EU:

- * The number of EU-lande
- * That the EU can agree on legislation in a single day
- * That the media helps ordinary people to have influence
- * That it matters for governments to protect workers from their own country who work abroad
- * The minority group NaturITes
- * That unions are so influential on legislation in the EU