FACT SHEET
SCHOOL RULES
Citizen participation, Democratic principles, Human rights

DESCRIPTION
Due to ongoing reform of the education system two schools are merged. One of the schools had an authoritarian type of managing educational processes and did not involve its students in decision making or open discussions; whereas another one followed a more democratic way. The merged school has a new director. One of the students made a social media post informing her peers that the overall school meeting will be held. The rules of the school should be revised and updated. What approach should be applied to them? How to create rules with democratic and human rights approaches?

SCENARIO & PROCEDURE
In the simulation game, participants represent three groups: students, school employees, and parents. Throughout different stages of discussions and negotiations, participants analyze existing school rules according to the interests and positions of their roles, and to the compliance with human rights and democratic principles of participation. After the final voting, the school community will get a new set of commonly agreed school rules.

OBJECTIVES
The goal of the simulation game is to raise understanding of the importance of human rights in everyday life and show the advantages of applying a human rights-based approach to the school environment. The experience gained in the simulation game shows its participants their important role in the school community, as well as leads to a more active and effective participation.

Learning Targets
- To increase awareness about human & children's rights
- To strengthen the motivation for active participation in public life, particularly in a school community
- To develop the competences of using democratic procedures for decision making

Target Group: children of 11-17 years old. The basic knowledge of human and children's rights is advisable.

Participants: 9 to 32
Duration: 90 minutes
Type: semi-realistic
Languages: Ukrainian, may be translated to English & German

Whether democratic or rather authoritative school setting - this is what participants will decide within the simulation game.