Actúa – Discovering children’s rights

In the center of this simulation game is the UN’s “Conven- 
tion on the Rights of the Child”. What are children’s and 
adolescent’s rights, how can those be applied and protec-
ted?

TARGET GROUP
Beginner children and adolescents 
between 9 and 17 years old

LEVEL
Beginner

DURATION
< 4 hours

PARTICIPANTS
12 - 30 and >30

LANGUAGES
English, German, Spanish

Background

Strengthening knowledge of rights and guarantees is an essential element to provi-
de children with the necessary tools to be able to demand their fulfilment. As UNICEF 
points out, knowledge about rights fosters children’s empowerment and generates the 
conditions for them to individually and collectively be agents of change against situati-
os of injustice, making better informed decisions and contributing to their communities 
and society in general. The Convention on the Rights of the Child is an invaluable tool for 
introducing human rights to this population group.

This simulation game provides essential tools so that children and adolescents can not 
only identify their rights, but also apply them in a concrete way to the problems they 
face in their daily lives.

Scenario & Procedure

The simulation game consists of five different scenarios and each group chooses one. 
Each of the scenarios contains a given context, a trigger of the social problem, a mis-
soon given to the group and the instructions to solve this problem. The objective of 
each group is to carry out a campaign to solve the challenge described in the selected 
scenario, using in particular the Convention on the Rights of the Child. Participants will 
propose a campaign to address the problem, and then link the solutions they propose in 
their campaign to the articles of the Convention.

LEARNING TARGETS

› Knowledge of the most im-
portant rights set out in the 
Convention on the Rights of 
the Child.

› Knowledge and application 
of the mechanisms through 
which they can demand 
respect for and fulfilment of 
these rights.

› Reflection on local issues 
affecting children that can be 
linked to the Convention.
Objectives

Within this simulation game children and adolescents increase their knowledge and ownership of the rights recognised in the Convention on the Rights of the Child. This way, and by a collaborative methodological approach it strengthens the citizenship identity of children and adolescents through simulation and collaboration methodologies. Furthermore, the simulation game transfers skills and a rights-based approach to teachers and others from different educational communities.