



SIMULATION GAME

Actúa – Discovering children’s rights

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



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 provide 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 situations 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 mission 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 important 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.



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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.

