



**GENERAL INTRODUCTION
CHILDREN'S RIGHTS**

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With the support of:

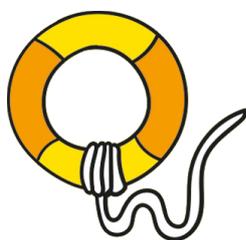


INTRODUCTION TO THE PROJECT

Welcome!

Welcome to our collection of activities and games on children's rights! This manual is part of the All Children, All Right(s) toolkit and is designed to assist youth workers, educators, teachers and anyone else working with children and youngsters in promoting and safeguarding children's rights. The manual includes a variety of activities and games that can be used to engage children and youth in learning about their rights, developing their skills and knowledge, and taking action to promote their rights and those of others.

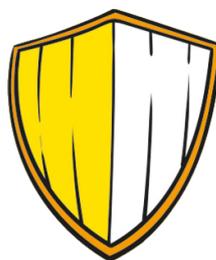
The activities and games are organised according to the different dimensions of children's rights: provision, protection and participation (as defined in the [UN Convention on the Rights of the Child](#)). Each section focuses on a specific dimension and includes an introduction to the topic, activities for young people and activities involving or related to duty-bearers. We have created 11 educational posters related to the different dimensions. The activities and games linked to these posters are listed first in each chapter. Additional energizers are also available for each dimension.



SURVIVAL



DEVELOPMENT



PROTECTION



PARTICIPATION

Perhaps you noticed our five main characters on the front page? Julia, Anna, Priya, Fredrick, and Ibrahim will guide you through the children's rights and learning materials we have created. Want to get to know them better? Then feel free to listen to the audio stories which can be found through the QR-codes on our educational posters!



We hope that this manual will be a valuable resource for anyone working with children and young people, and that it will contribute to a better understanding and promotion of children's rights.

Let's play and learn together!

Tips for the facilitator

Working with children and young people can be both rewarding and challenging, especially when it comes to children's rights. As a youth worker, you play a crucial role in helping young people learn about and exercise their rights. To support you in this important work, we have compiled a list of 10 general tips to help you engage and empower the young people you work with. We hope these tips provide you with practical guidance and inspiration and help you make a meaningful impact in the lives of the children and young people you work with.

1. Become familiar with the different dimensions of children's rights and related activities. This will help you choose activities that are most relevant and suitable for your target audience.
2. Choose age- and developmentally appropriate activities for your target audience.
3. Use the manual as a starting point, but don't be afraid to modify or adapt the activities to better suit your specific context or needs.
4. Introduce the activities in an attractive and fun way so that children and young people get involved in the topic of children's rights.
5. Encourage participation and teamwork between children and young people, ensuring that everyone can contribute and learn. This can help build trust and a sense of belonging within the group.
6. Create a safe and inclusive environment where everyone feels valued and respected to share their thoughts and ideas. Set clear expectations for behaviour and communication, and make sure everyone understands and agrees to these rules. This can help create a sense of safety and respect within the group.
7. Be prepared to offer emotional support to children and young people who may be experiencing difficult emotions related to the topic of children's rights. Make sure they know that it is okay to feel upset and that you are there to listen to them and support them.
8. Use activities to facilitate discussion and reflection on the topic of child rights and encourage children and young people to think critically and empathetically about these issues.
9. Evaluate the impact of the activities and solicit feedback to improve future sessions. This can help create a more responsive and effective learning environment.
10. Have fun and enjoy the learning process with the children and young people!

More information about the project

CONTEXT

Despite the fundamental right to healthcare, housing, education, etc., not all children have equal access to children's rights. Armed conflicts, natural disasters, poverty, pandemics, ... worsen pre-existing inequalities, making it even more difficult for youth in vulnerable communities to exercise their rights. To address this issue, we've developed the 'All Children, All Right(s)!' toolkit. Our aim is to empower youth workers and to provide them with guidelines and methods to promote children's rights. Many youth workers are familiar with the United Nations Convention on the Rights of the Child (UNCRC) but may not know how to apply it practically and those who do may lack the theoretical framework. This toolkit aims to fill this gap and help youth workers overcome the obstacles preventing children from reaching their full potential.

OBJECTIVES

- Provide youth workers with pragmatic and innovative tools to work with children and young people in non-formal education on children's rights.
- Provide youth workers with pragmatic and innovative tools to work directly and indirectly with/around the topic of duty-bearers.
- Provide youth workers with accessible training on crucial topics that requires a limited time investment.
- Provide organisations with tools to train new staff and volunteers within their organisation on children's rights.

THE TOOLKIT 'ALL CHILDREN, ALL RIGHT(S)!'

The toolkit 'All Children, All Right(s)!' consists of ...



11 new educational posters. These posters can be found in this game manual, on StreetSmart Play and on the website of our toolkit <http://www.street-smart.be/all-children-all-rights> where they can be downloaded for free.



A game manual with all activities related to children's rights. All activities and games are available for free on StreetSmart Play. It is also possible to download individual chapters of the manual if you want to work on a specific dimension via <http://www.street-smart.be/all-children-all-rights>.



10 audio stories related to the educational posters. The audio stories are available in six languages (EN, DU, FR, ES, GR, DE) and can be listened to for free on various platforms, like [Spotify](#). A QR code on the poster leads immediately to the corresponding audio story.



6 training programmes on children's rights. Each programme consists of self-paced theoretical courses and good practices that can be followed online and for free on [StreetSmart Learn](#).

CONTRIBUTING ORGANISATIONS



Mobile School vzw is a Belgian non-profit organisation that supports youth workers through StreetSmart. Within StreetSmart, they develop innovative tools for talent development and empowerment of vulnerable children and youngsters worldwide.

www.mobileschool.org | www.street-smart.be



Uit De Marge is a Flemish organisation that advocates for socially vulnerable young people and youth centres. Uit De Marge works with youth workers from different organisations, policymakers at different political levels and the wider society, as well as with young people themselves through their own youth workers.

www.uitdemarge.be



e.p.a. - the european playwork association - is an independent international youth NGO based in Hamburg. They have a partner network in more than 40 countries in 4 continents and are involved in international youth exchanges, trainings, seminars etc. They work mainly with young people from disadvantaged communities, create access to non-formal learning and support European youth projects. <http://epa-network.org>



ARSIS - Association for the Social Support of Youth - is a Greek NGO active in the field of child and youth protection. The main aim of ARSIS is to protect children at risk and help re-integrate socially vulnerable groups threatened with social exclusion and marginalisation.

www.arsis.gr



This project is co-funded by Erasmus+. Erasmus+ is the EU's programme to support education, training, youth and sport in Europe.

<https://erasmus-plus.ec.europa.eu>



Introduction

The United Nations Convention on the Rights of the Child (UNCRC) is a legally binding treaty that specifically focuses on protecting the rights of children, defined as any person below the age of 18. The treaty consists of 54 articles, which set out a comprehensive framework of children's rights and the obligations of duty-bearers towards ensuring their realisation. The CRC recognizes that children have the right to enjoy all human rights, regardless of their race, gender, ethnicity, religion, or any other status. These rights are interdependent and equally important. By setting out clear standards for the protection and promotion of children's rights, the CRC aims to ensure that all children can grow and develop in a safe, healthy, and nurturing environment.

An overview of all children's rights can be found here:



Want to introduce children and youngsters to children's rights in general? Or duty-bearers? Check out the following pages for a selection of activities and games related to the topic that may be useful to you. Not only does every game include a manual, but you can also access them through StreetSmart Play by scanning the QR code, which provides free downloadable posters.

Structure



POSTERS - P8 **ENERGIZERS - P21**
GAMES & ACTIVITIES FOR YOUTH



DUTY-BEARERS - P36

Want to know more?

Explore our online training programme, '[Introduction to Children's Rights in Youth Work](#)' on StreetSmart Learn, to expand your understanding of this important topic. The programme provides a comprehensive introduction to the United Nations Convention on the Rights of the Child (UNCRC), including its history and significance. You'll also learn about how to incorporate children's rights into your organisation, community, and activities. In addition, the programme offers tips and strategies for working with duty-bearers to advance children's rights.



General overview of children's rights: what are children's rights and why do they matter?

Have an introductory discussion on what children's rights are and why they are important with the help of this overview poster

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Empathy & social awareness		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Age	Icon	Creator
+5 players		Group discussion		Printable downloads		6-11		
		Difficulty	Icon	Basic		12-14		
		Easy		Play Space	Icon	15-17		
				Small space				

Materials

- Poster 'General Overview of Children's Rights'
- Chalk or pencils (optional)

How to play the game?

1. Gather the group of players in front of the panel and ask them to briefly explore the image. Do they know what it is about?
2. Ask one of the players if he/she can explain what children's rights are? Ask additional questions like: why are children's rights important? What are the first things that come up to mind when talking about children's rights? Do you know how many children's rights there are? Make sure all the players can express themselves on what they think about children's rights.
3. After the group discussion, ask the players to make a drawing on why children's rights matter. Collect all the drawings and show them to the group. It's highly recommended to continue with another activity with this panel or with another panel as described in the activity bundle after this activity.

Additional game information?

The general overview poster shows all the articles of the United Nations Convention on the Rights of the Child (UNCRC). The UNCRC consists of 54 articles that set out children's rights and how governments should work together to make them available to all children. On this child-friendly poster, all the 54 articles are depicted. This poster functions as the main starting point for the All Children, All Rights package. Therefore it's highly recommended to always have this overview poster at hand when doing activities on children's rights.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

- Get familiar with children's rights

Variations?

- Collect all the drawings of the children and organise an art exhibition with them to raise awareness on children's rights in your community.

StreetSmartPlay



General overview of children's rights: complete the pair

Explore all the different children's rights in a fun and active way

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Gross motor skills		
Movement & sports		Game Mechanic	Icon	Materials	Icon	Memory		
Number of Players	Icon	Card game		Printable downloads		Attention & concentration		
+5 players		Difficulty	Icon	Self-made materials		Age	Icon	
		Intermediate		Play Space	Icon	6-11		
				Large space		12-14		

Materials

- Two posters with 'General Overview of Children's Rights'
- Scissors to make the playing cards

How to play the game?

1. Print out two overview posters, and cut out the different rights. Put them on two separate piles, so you have two cards of each right.
2. Gather a group of more than 5 players to play this game.
3. Shuffle an amount of the children's right cards and their doubles, depending on the number of players. Make sure there are enough pairs in the game.
4. Give each player a card.
5. All players run around and try to catch another player.
6. The two players show their cards.
7. If they have a different card, they try to catch another player.
8. If they have the same card, they play "rock, paper, scissors".
9. The winner gets the card from the other and forms a pair.
10. Both players go to the youth worker for a new card.
11. The game is finished when all the cards are formed into pairs.
12. The winner is the one with the most pairs.
13. After the game, wrap up the activity by asking the children what children's rights are and why they matter to them.

Additional game information?

The general overview poster shows all the articles of the United Nations Convention on the Rights of the Child (UNCRC). The UNCRC consists of 54 articles that set out children's rights and how governments should work together to make them available to all children. On this child-friendly poster, all the 54 articles are depicted. This poster functions as the main starting point for the All Children, All Rights package. Therefore it's highly recommended to always have this overview poster at hand when doing activities on children's rights.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

- Explore the different children's rights

Variations?

- By using the children's rights playing cards, you can also play a traditional memory game by putting all the cards upside down and ask players to always turn two different cards. If they are able to identify a pair, they get one point and they can try again. If they fail to find a pair, another player can try.
- The youth worker can hide some card sets in the mobile school, the players have to find as many pairs as possible (in a limited time).

StreetSmartPlay



General overview of children's rights: guess the correct right

Are you able to guess the child right as fast as possible? The player with the most bottle caps on the poster wins!

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Medium		Communication & expression		
		Game Mechanic	Icon	Materials	Icon	Visual & auditory perception		
		Role play		Basic		Attention & concentration		
Number of Players	Icon			Printable downloads				
+5 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
2 - 4 players		Intermediate		Large space		6-11		
						12-14		
						15-17		

Materials

- Poster 'General Overview of Children's Rights'
- Bottle caps in different colours, at least 5 bottle caps of the same colour for each child

How to play the game?

1. Distribute the bottle caps. Give each child 5 bottle caps of the same colour.
2. One player chooses a right from the overview poster and writes the number on the back of the mobile school (or on a piece of paper), e.g. 37: children in detention.
3. The player stands in front of the poster and acts out the right.
4. The other players have to guess, the first who can name the correct children's right or the number puts a bottle cap on the right on the poster.
5. The winner is the one with the most bottle caps on the poster.

Additional game information?

The general overview poster shows all the articles of the United Nations Convention on the Rights of the Child (UNCRC). The UNCRC consists of 54 articles that set out children's rights and how governments should work together to make them available to all children. On this child-friendly poster, all the 54 articles are depicted. This poster functions as the main starting point for the All Children, All Rights package. Therefore it's highly recommended to always have this overview poster at hand when doing activities on children's rights.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

- You can also ask the children to draw the children's rights, or to describe the right in one word while giving specific instructions on which words they shouldn't use in the explanation.

StreetSmartPlay



The stories of the five characters: children's rights discussion

Identify and discuss the different children's rights in the stories of the five characters.

Panel code(s): SOCIETY C3



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
		Game Mechanic	Icon	Materials	Icon	Visual & auditory perception		
		Group discussion		Printable downloads				
Number of Players	Icon	Difficulty	Icon	Play Space	Icon	Age	Icon	
+5 players		Intermediate		Small space		6-11		
						12-14		

Materials

- Poster of the stories of the five characters
- Smartphone to scan the QR-code
- A speaker box
- Poster of the overview of children's rights (optional)

How to play the game?

1. Listen with the group to the audio story of Julia, the first character on the panel. If you're not able to play the audio story, you can also tell the story or ask the players to build the story according to the images they see.
2. Then, ask a player to name one of the children's rights that is respected in the story and one that is violated. To make it easier, you can also have the overview panel with all children's rights nearby.
3. Check if the children's right mentioned is listed in the green icons (respected) or in the red icons (violated) next to the main character. Continue the discussion until all six rights of each colour are discussed.
4. The game ends when the same activity is done for all five characters and their stories on the panel.

Additional game information?

The stories of the five characters poster show the storylines of the five main characters of the toolkit. The full storylines of the characters can be found in the appendix of the activity bundle. On the left-hand side of the panel, the main characters are shown with a QR code one can scan to listen to their story in different languages. Next to the characters, six green rights and six red rights are depicted. These icons show the main children's rights which are respected and violated in the story of the specific character. In order to interpret the children's rights icons, it might be useful to always have the children's rights overview panel with you.

Other possible topics to discuss for each storyline:

- Green: domestic abuse, relationships, art, ...
- Blue: divorce, types of families, cyberbullying, gender...
- Yellow: traditions, pets, working,...
- Purple: war, refugees, moving,...
- Red: housing, sports, pregnancy, drugs,...

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

- Ask the children what happens next for the five main characters of the poster. What will they do in the future, when they grow up? What will they become? How will certain storylines evolve in the future?

StreetSmartPlay



The stories of the five characters: build the story line with cards

Retell the story of the five main characters with the help of the story cards

Panel code(s): SOCIETY C3



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
		Game Mechanic	Icon	Materials	Icon	Visual & auditory perception		
		Self-correcting game		Printable downloads		Logical thinking		
Number of Players	Icon	Card game		Self-made materials		Cooperation		
+5 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Intermediate		Small space		6-11	6-11	
						12-14	12-14	

Materials

- Scissors
- Cards 'The stories of the five characters'
- Smartphone to scan the QR-code
- A speaker box
- Storylines of the characters

How to play the game?

1. First, print out the panel with the five storylines and cut out the eight images of each storyline. Now, you have 40 cards to use during the activity.
2. Depending on the number of players, choose all five stories of Ibrahim, Frederick, Priya, Julia and Anna or pick the ones you like most.
3. Divide the players into subgroups and share the eight cards of one storyline with the group, until each group has the eight pieces of one storyline.
4. Then, the players put the cards in what they think is the correct order as quickly as they can. Encourage them to recreate their character's story using the cards.
5. When they have finished, the players will check if their order is correct. For verification, the children listen to the characters' audio story (via the QR code on the poster) or read to them/let them read each character's storyline.
6. Allow the players to rearrange the cards if they think something is wrong.
7. The game can be replayed by giving the group another set of eight cards (cf. another storyline).

Additional game information?

The stories of the five characters poster shows the storylines of the five main characters of the toolkit. The full storylines of the characters can be found in the appendix of the activity bundle. On the left hand side of the panel, the main characters are shown with a QR-code one can scan to listen to their story in different languages. Next to the characters, six green rights and six red rights are depicted. These icons show the main children's rights which are respected and violated in the story of the specific character. In order to interpret the children's rights icons, it might be useful to always have the children's rights overview panel with you.

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Specific Learning Objectives?

Variations?

- If you have a lot of energy in the group, you can give one card to each of the children and ask them to line up in the specific order of the storyline. Afterwards, the order is checked by listening to the audiostory via the QR-code.
- If you work with young players, give them the poster "The stories of the five characters" so they can put the cards in the right order while looking at the example.



The stories of the five characters: privilege walk

Discover what it means to be in the shoes of one of the five main characters during the privilege walk activity

Panel code(s): SOCIETY C3



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Critical & reflective thinking		
		Game Mechanic	Icon	Materials	Icon	Empathy & social awareness		
		Role play		Printable downloads				
Number of Players	Icon	Group discussion				Age	Icon	
+5 players						15-17		
		Difficulty	Icon	Play Space	Icon			
		Intermediate		Large space				

Materials

- Poster 'The stories of the five characters'
- Storylines of the characters
- Statements

How to play the game?

1. Divide the different characters among the players. Players take time to read/watch/listen to the story of one of the characters quietly.
2. Give the players time to empathise with the role. Encourage them to try to think about the characters' lives, what they say, how their daily lives go, whether they have friends, etc. Put on some quiet music to facilitate this process. You can read out some questions for support (see additional game information).
3. After empathising with the characters, play an introductory game with the players: ask the players to line up in absolute silence.
4. In what follows, tell the players that you are going to read some statements aloud (see additional game information for some examples). Each time they can answer "yes" to the statement (based on their character), they must take a step forward. If the answer is "no", they just stand.
5. Read the statements one by one. Give the players enough time to take a step forward or not after the statement.
6. After the exercise, the facilitator asks the players to turn around 180° and look at their final position. Then give the group a few minutes to step out of their roles, after which you can proceed to debrief.
7. Begin the debriefing by asking some evaluation/reflection questions (see additional game information for examples).

Additional game information?

Supporting questions:

- What was your childhood like?
- What was the house you grew up in like?
- What games did you play?
- What kind of work did your parents do?
- What does your daily life look like now?
- Where, when and how do you socialise?
- How would you describe your lifestyle?
- How much money do you make per month?
- What do you do when you are on holiday?

Example statements:

- I grew up in a two-parent family.
- It was always taken for granted that I would continue studying.
- There were at least 20 books in my house.
- I can show my love on the street.
- I don't realise that my name can affect my application.
- I am addressed by the police on the street because of my behaviour and not my appearance.
- I have never been afraid of sexual harassment on the street.
- My parents could give me the necessary support with my homework.
- I can dress how I want.
- I get time off for my cultural celebrations.
- I can buy hair products in mainstream supermarkets.
- I am judged by what I say and not the emotion behind it.
- I can easily use public transport.
- I have a place at home where I can relax.
- I feel represented in the media.
- I was not held back at all in primary and secondary school.
- I feel connected to the government.
- My teacher/boss has the same cultural background as me.
- I still believe there is a bright future for the next generation.

Debriefing questions:

- First, ask the players how the activity went and what they thought of it. Then talk about the issues that came up and what they learned from the exercise.
- How did it feel to take a step forward, or not?
- Talk to some people at the very back. When did they start to realise that the others were not following so quickly. Why did this happen?
- Was it difficult or easy to play the different roles? How did they imagine the person they were playing?
- Is this exercise a reflection of society?

The stories of the five characters poster shows the storylines of the five main characters of the toolkit. The full storylines of the characters can be found in the appendix of the activity bundle. On the left hand side of the panel, the main characters are shown with a QR-code one can scan to listen to their story in different languages. Next to the characters, six green rights and six red rights are depicted. These icons show the main children's rights which are respected and violated in the story of the specific character. In order to interpret the children's rights icons, it might be useful to always have the children's rights overview panel with you.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

1. Learning how to take the others' perspective.
2. Learning about inequalities in society.

Variations?

StreetSmartPlay



City of rights: board game through the city of children's rights

Discover and reflect about children's rights by playing the goose board through the City of Rights.

Panel code(s): SOCIETY C2; SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Medium		Calculating & counting		
Communication & media		Game Mechanic	Icon	Materials	Icon	Critical & reflective thinking		
Movement & sports		Role play		Printable downloads		Attention & concentration		
Number of Players	Icon	Board game		Basic		Empathy & social awareness		
2 - 4 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Intermediate		Medium space		6-11		
						12-14		
						15-17		
						18+		

Materials

- Poster 'City of Rights'
- A die
- A smartphone to scan the QR-code

How to play the game?

1. Gather a group of players in front of the City of Rights goose board. As an introduction, you can listen to the audiostory linked to the City of Rights posters by scanning the QR-code on the panel (optional).
2. Let each player take a pawn.
3. Place all players' pawns near the mayor's office (= the starting point).
4. Each player rolls the die. The player with the highest number gets to start the game.
5. When a player rolls the die, he advances the indicated number of spaces.
6. If the players lands on a space with a drawing, they must carry out the corresponding task (see additional game information). If they land on an empty space, nothing happens.
7. Then the next player rolls the die.
8. The first player to reach the mayor's office again is the winner of the game!

Additional game information?

There are different types of images/squares on the board. Read the information below to find out more about what each square means.

- Dice symbol: roll the die again.
- Red pictogram on a child right: name a situation from the panel in which this right is violated.
- Green pictogram on a child right: name a situation from the panel in which this right is respected.
- Activity boxes (5). You can think of your own games for these activities, but we have attached some examples below:
 - o Ball = sport. Eg Do a game!
 - o Pencil = drawing. Eg. Draw a situation shown on the poster and the other person has to guess what you have drawn.
 - o Cat = imitate. Eg. Imitate a situation shown on the poster and the other person has to guess which situation it is.
 - o Protest sign = protest chant. Eg. Find a situation that is being violated and make a protest slogan to make people aware.
 - o Guitar = singing. Eg. Make a song or slam poetry about a situation on the poster.
- Switch: You may choose to swap your pawn's position with another pawn on the game board.
- Character spaces: Find the corresponding character on the board and discuss what they do.
- Dimension icons (light brown background): Find 3 situations related to this dimension and discuss.
 - o Development: person
 - o Protection: shield
 - o Survival: lifebuoy
 - o Participation: hands
 - Stop-hand: Wait a turn.

The City of Rights poster is the introductory goose board game for the All Children, All Rights package. On the panel, a goose board, the five main characters and different situations linked to children's rights are depicted to allow youth workers to introduce the topic in a fun and interactive way to their target group. The additional QR-code links to an audiostory to get more information on the panel and on the city. Some situations will be reused on other posters to make the link with the overview panel.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

If you want to work explicitly with children and young people on duty bearers and their obligations in relation to children's rights, make sure you focus on duty bearers within the situations where rights are protected or violated.

Within the game, children look for a specific situation in which a right is violated or protected when they end on a red or green icon. Help the children discuss duty bearers using the following questions:

- Which people do you come into contact with within this situation? Who are the duty bearers in this particular situation?
- What are the responsibilities and obligations of the duty bearers in this situation? What should they do in this situation to fulfil your rights?
- Have you ever experienced a similar situation? How did the different stakeholders react then?
- ...

StreetSmartPlay



City of rights: let me guide you around

Players show each other around the City of Rights and reflect on the similarities and differences with their own city.

Panel code(s): SOCIETY C2



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Culture & religion		5-15 minutes		Calm		Communication & expression		
Citizenship & human rights						Critical & reflective thinking		
		Game Mechanic	Icon	Materials	Icon	Spatial orientation		
Number of Players	Icon	Role play		Printable downloads		Empathy & social awareness		
2 - 4 players		Group discussion				Self-awareness		
		Difficulty	Icon	Play Space	Icon			
		Easy		Small space				
						Age	Icon	
						6-11		
						12-14		

Materials

- Poster 'City of Rights'
- Smartphone to scan the QR-code

How to play the game?

1. Gather 2 or more players in front of the poster.
2. Scan the QR-code on the panel and listen to the audiostory of the mayor.
3. Then it's up to one of the players! One player is the guide and walks with the other through the City of Rights, e.g., "on my left you will see the playground with the yellow slide...."
3. During the tour - or when the tour is over - the players think about the similarities and differences with their own living environment.
4. Discuss what is available in their own town, what is not? Do the players have access to specific buildings as shown on the poster? If not, why not? Why is it useful to have this in a town?
5. Swap roles and another player may be the guide.

Additional game information?

The City of Rights poster is the introductory goose board game for the All Children, All Rights package. On the panel, a goose board, the five main characters and different situations linked to children's rights are depicted to allow youth workers to introduce the topic in a fun and interactive way to their target group. The additional QR-code links to an audiostory to get more information on the panel and on the city. Some situations will be reused on other posters to make the link with the overview panel.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

- Have the children show each other around the site of the mobile school, e.g. "here we can play with the marbles, on my right you can sit in the shade....". Again, make the link to their own living environment. Do they have access to the materials used in the mobile school? Do they go to other places where they can learn new things? ...

StreetSmartPlay



City of Rights: where am I?

Allow children to discover and discuss the City of Rights by drawing and by identifying the different buildings on the poster.

Panel code(s): SOCIETY C2



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		< 5 minutes		Calm		Fine motor skills		
Society		Game Mechanic	Icon	Materials	Icon	Communication & expression		
Number of Players	Icon	Drawing		Basic		Visual & auditory perception		
2 - 4 players		Group discussion		Printable downloads		Attention & concentration		
		Difficulty	Icon	Play Space	Icon	Self-awareness		
		Easy		Small space		Age	Icon	
						6-11		
						12-14		

Materials

- Poster 'City of Rights'
- Chalk

How to play the game?

1. Gather 2 or more players in front of the poster.
2. One player starts by choosing a building in the city he/she likes to go to.
3. The player draws the chosen building on the mobile school/ground/chalkboard and the other players try to guess which building it is.
4. Start a discussion with the players:
 - What can you do in this building? Why do people go there?
 - Which people can you ask for help?
 - Have you been in that building before? What for?
5. Swap roles: other players may choose a building to draw.
6. The game ends when all major buildings on the panel are discussed.

Additional game information?

The City of Rights poster is the introductory goose board game for the All Children, All Rights package. On the panel, a goose board, the five main characters and different situations linked to children's rights are depicted to allow youth workers to introduce the topic in a fun and interactive way to their target group. The additional QR-code links to an audiostory to get more information on the panel and on the city. Some situations will be reused on other posters to make a clear link with the overview panel.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

Instead of drawing the building, players can describe the buildings (colour, shape...)

StreetSmartPlay



A New Planet

A new planet has been discovered! Can you draw up the bill of rights for this all-new planet?

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Communication & media		> 15 minutes		Calm		Problem solving & decision making		
Society		Game Mechanic	Icon	Materials	Icon	Empathy & social awareness		
Citizenship & human rights		Group discussion		Basic		Communication & expression		
Number of Players	Icon	Difficulty	Icon	Play Space	Icon	Critical & reflective thinking		
+5 players		Difficult		Medium space		Cooperation		
						Age	Icon	
						12-14		
						15-17		

Materials

- Blackboard & chalk
- Paper & marking pens for each group

How to play the game?

1. Start by telling the storyline or act it out in role-play (see additional game information).
2. Divide the players into groups of four or five.
3. Instruct them to give this new planet a name and have them identify ten rights that their group can agree on and have them write down these rights on chart paper.
4. Each group presents its list to the others. In doing so, make a "master list" showing all the rights the groups name and combine similar rights. This can be done on a large piece of paper or a blackboard.
5. When all groups have reported their lists, review the "master list":
 - Do some rights overlap?
 - Can they be combined?
 - Is a right on only one list?
 - Should it be included or deleted? Why?
6. Start a discussion about the exercise (see additional game information for examples of discussion questions).

Additional game information?

Storyline:

A small new planet has been discovered that has everything to sustain human life. No one has ever lived there. There are no laws, no rules and no history. You will all be colonists here and your group has been chosen to draft the bill for this brand-new planet. You don't know what position you will have in this land.

Discussion questions:

- Did your ideas about which rights were most important change during the activity?
- What would life on this planet be like if some of these rights were excluded?
- Are there any rights you would like to add to the final list?
- Why is making a list like this useful?

Specific Learning Objectives?

1. Learning to decide and cooperate in a group.
2. Discovering what you think is important and what others think is important regarding certain rights.

Variations?

1. Personal preferences:

- On the "master list", ask players to tick the three rights that mean the most to them personally. The facilitator can then count the points to see how much each right got.
- Start a discussion about the players' personal preferences:
 - Why do you think certain rights got so many points from this group?
 - (For older children) Are there special circumstances in their community or country that make some rights more important than others?

2. Linking with the UNCRC

- Once the "master list" is done, participants go back to their groups and try to link their listed rights to articles of the UNCRC. Some rights may include several articles. Others may not be in the UNCRC at all. To save time, you can give each group-specific rights from the "master list" to examine.
- When the group is ready, ask a representative to write down the numbers of the articles they have identified to the right of the "master list". You may need to add an extra sheet next to the "master list".
- Review each entitlement on the list. If participants identify a right with a particular article of the UNCRC, ask them to read the article aloud. Resolve any inconsistencies about which right belongs to which article.
- Start a discussion on this exercise:
 - Were some rights on the list not included in the UNCRC?
 - How can you explain this omission?
 - Were some rights in the UNCRC not included in the group's list?
 - How can you explain this omission?

StreetSmartPlay



Collecting My Rights

Players collect as many rights as possible while discussing the different children's rights on the game board.

Panel code(s): /

27	25	23	24	21	19	18
28						
29	49	48	47	45	44	16
31	51	52			42	14
32					41	13
33	34	36	37	38	40	12
						11
1	3	5	7	8		10



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Society		> 15 minutes		Calm		Communication & expression		
Citizenship & human rights		Game Mechanic	Icon	Materials	Icon	Critical & reflective thinking		
		Group discussion		Basic		Age	Icon	
Number of Players	Icon	Board game		Printable downloads		6-11	6-11	
+5 players		Difficulty	Icon	Play Space	Icon	12-14	12-14	
		Intermediate		Small space				

Materials

- Numbered game board (Annex 1)
- Coloured cards with drawings of children's rights (Annex 2)
- Overview poster of children's rights in Dutch (Annex 3) or the poster 'General overview of Children's Rights'.
- Dice
- Pawns

How to play the game?

1. Explain to the players that they are going to play a game about the rights a child has. We are going to find out what rights there are. The aim is to collect as many rights as possible.
2. The players roll the dice and move their pawn on the board (Annex 1).
3. When the player lands on a square of a certain colour, they take a card of the corresponding colour (Annex 2) and discuss the picture (see additional game information).
4. After discussing the picture, the players have to decide whether something bad or good happens in this picture. If it is something bad, they have to step back. If it is something good, they take a step forward.
5. Next, they take a look at the different rights written down in words (Annex 3), e.g. 'the right to education'. If they can match the right picture to the right sentence, they can keep the right. If they don't know, they have to put the right back on the pile.
6. After the game, ask the participants some reflective questions about the images discussed during the game (see additional game information).

Additional game information?

Questions when taking a coloured card:

- What do you see in the picture?
- What are the figures doing? What do they look like?
- Do you do this often?
- Are they happy/sad? Why?

Depending on the drawing, ask additional questions to clarify the meaning of the law presented. You can also involve the other children.

Reflective questions at the end of the game:

- Are there any images you have experienced before?
- Have you seen it before? Read about it? Heard about it?
- Do all children need these rights? Why yes/no?

Source:

https://www.ketnet.be/sites/default/files/content/programma/generatieK/lessenpakket/6_9j_Generatie_K_Kinderrechten_Algemeen_Babbelspel.pdf

Specific Learning Objectives?

Variations?

StreetSmartPlay



A Special Gift

Time for a special gift! Make a gift that represents a right from the Children's Rights Convention and share it with someone you care about.

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Arts & crafts		> 15 minutes		Calm		Empathy & social awareness		
Citizenship & human rights		Game Mechanic	Icon	Materials	Icon	Creative thinking		
Number of Players	Icon	Group discussion		Basic		Fine motor skills		
2 - 4 players		Drawing		Printable downloads		Age	Icon	
+5 players		Crafting & constructing		Play Space	Icon	6-11		
		Difficulty	Icon	Medium space		12-14		
		Intermediate				15-17		

Materials

- Paint
- Crayons
- Markers
- Magazines
- Paper
- Small papers with different rights of the Convention (see preparation in 'How to play')
- Poster 'General Overview of Children's Rights'

How to play the game?

Preparation

1. Choose as many rights from the Convention on the Rights of the Child as there are players. Pick articles that are easiest to illustrate.
2. Write each right on a small piece of paper and hide them in the room.

How to play

1. Explain that today the players will be looking for something very special, something worth looking for. As soon as they have found one piece of paper, they should sit down.
2. When all the papers have been found and everyone is seated, discuss with the players which right they have discovered. Explain that every child on this planet has rights and that these rights are some examples. The right they have found is now theirs and they have a responsibility to tell others about it.
3. They will do this by making gifts for other players. These gifts can be given to friends, siblings or others to make them aware of these important rights. The gifts can be drawings, paintings, sculptures or collages of photographs illustrating their assigned right. Players can also put a simple sentence on their piece to describe the right (e.g. "You have the right to play!").
4. These gifts can be wrapped and given to an acquaintance.

Additional game information?

Specific Learning Objectives?

Variations?

- Let the players choose their own right from the Convention, rather than having them find one.

StreetSmartPlay



Advertising Children's Rights

Players develop a TV advertisement for children's rights.

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Digital technology		> 15 minutes		Medium		Critical & reflective thinking		
Communication & media		Game Mechanic	Icon	Materials	Icon	Creative thinking		
Citizenship & human rights		Role play		Basic		Communication & expression		
Number of Players	Icon	Group discussion		Printable downloads		Cooperation		
+5 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Difficult		Medium space		6-11		
						12-14		

Materials

- Paper
- Markers
- Art supplies
- Role play supplies
- Poster 'General Overview of Children's Rights'

How to play the game?

Divide the players into groups of three or four. Explain that their group has been asked to advertise children's rights. They will create a advertisement for television (1-3 minutes) that raises people's awareness and/or understanding of a particular child right.

Warm-up:

1. Ask the players to describe some advertisements on TV that have caught their attention. Brainstorm on characteristics of good commercials (e.g. clever phrases, sound effects, music, humour, serious message).
2. Discuss which target groups to reach in society (e.g. children, parents, teachers, the general public ...).
3. Hand out the poster with the different children's rights and have them read and look at the pictures. Ask them which rights they think are important and let them think about which ones they would like to advertise.

Get to work:

4. Tell the players to choose a right they want to advertise with their group and let them choose an audience. Encourage them to choose a right they think people really need to know and the audience that really needs to know this right.
5. Ask someone from each group to announce their right to you and which audience they have chosen.
6. Once the groups have chosen a right, they should develop an idea to advertise it. Encourage them to think of different ways to present the right (e.g. a story they perform, a song they sing, a cartoon they draw the storyboard for). Remind them that this will be a video for TV, so it should be visually interesting and contain action. It should not be too complex to be presented in less than three minutes.
7. Go around between groups to check their progress. Once a group finishes their ad, ask them to title it and start practising.

Perform and evaluate:

8. Ask each group to present their ad to each other.
9. When all groups have shown their idea, the others can give them feedback (see additional game information).
10. Start a group discussion about the exercise.

Additional game information?

Feedback questions:

- Will this idea appeal to the chosen audience?
- Will the audience understand what justice they are trying to present?
- What do you like about the group's commercial?
- Can you make suggestions for improvement?

Debriefing and evaluation:

Relate the activity to children's rights and ask questions such as:

- Why did your group choose that specific right?
- Why did you choose that specific audience?
- What kind of reaction or action do you think your ad would cause?
- Is a TV ad a good way to send people a message about human rights? Why or why not?
- Did your advertisement relate to rights other than the one you targeted?
- Can a right stand alone or is it always connected to other rights?
- Can you think of rights that are difficult to advertise or portray?
- Are there characters who represent stereotypes? If so, does that have a negative effect? Why or why not?
- Why is it important for people to know their rights?
- Who needs education about children's human rights?

Tips for the facilitator:

- This activity requires familiarity with children's rights. If necessary, you can start by brainstorming about children's rights to determine how much the players know about them.
- This is a complex activity that can challenge the children to use new skills (e.g. writing dialogue or songs, developing a story board). The facilitator should closely monitor the children's progress and help them stay on track.
- Some groups will go through the process faster than others. When a group has completed a task, instruct them individually on the next step. Give them enough time to practice.

Specific Learning Objectives?

- Learning about TV advertising, its purposes and its audience.
- Learning about children's rights.
- Learning how to make people aware of certain rights.
- Learning how to give and receive constructive feedback.

Variations?

- If possible, make the videos of these advertisements!
- Perform the stories as if they were being filmed.



Dear Diary

Children read three different diaries about the same experience and discuss misjudgments about people and the connection with children's rights.

Panel code(s) : /



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Society		> 15 minutes		Calm		Critical & reflective thinking		
Citizenship & human rights		Game Mechanic	Icon	Materials	Icon	Empathy & social awareness		
		Physical distancing		Printable downloads		Self-awareness		
Number of Players	Icon	Group discussion		Play Space	Icon	Age	Icon	
+5 players		Difficulty	Icon	Small space		6-11	6-11	
		Intermediate				12-14	12-14	

Materials

- Copies of the three stories <http://2pek-athin.att.sch.gr/attachments/article/266/Composito%20EN%20copy.pdf> (p.101-102)

How to play the game?

1. Explain or reenact the storyline (see additional game information).
2. Divide the children into three groups and give each group one of the stories to read (see materials).
3. After reading the stories, bring the children all together and list the events of the camp day on a large piece of paper (e.g. solving puzzles, eating lunch, playing football, building a raft, crossing the river).
4. Stop at each event and ask the children what their character did, thought and felt at each moment. Do not let the children explain the reasons for the campers' different reactions and feelings.
5. Ask the players of the group to describe whose story they read.
6. Discuss how three children could experience the same events so differently (see additional game information).
7. Begin a debriefing and evaluation of this exercise by linking their experiences to children's rights.

Additional game information?

Storyline

During the summer months, many children go to summer camp. The following stories come from the diaries of three children who meet for the first time at the same summer camp. They are the same age and take part in the same activities. One day, the 'Day of the Great Adventure' is organised. That evening, all three children write the story of that day in their diaries.

Discussion questions

- Why did these children misunderstand each other?
- Do you think the children would have behaved differently if they had known more about each other's lives? How?
- What misunderstandings did they have about each other?
- How did they make those mistakes?
- Have you ever made mistakes in judging someone else?
- What happens when we misjudge other people?
- What can we do to avoid making mistakes about other people?

Debriefing and evaluation

- What do you think of the three stories?
- Would you enjoy such a day? Why or why not?
- Can you identify with any of these children? Which one? Why?
- Can you have friends even if you are poor or cannot read? Why? What does friendship mean?
- Are there people in your community who are more disadvantaged than others? Who are they?
- What can we do to change this situation?
- What child rights did the children enjoy at camp?
- What children's rights do they enjoy at home?
- Are these children's rights being violated?
- How are they affected by the violation of their rights? How will this affect their future?

Tips for the facilitator

- The stories may be unrealistic or unfamiliar to some players. Adapt them to reflect the reality of the players without isolating individual players or embarrassing them with stories that are too close to their personal lives.
- Be sensitive to players' attitudes about themselves and others in their community. Be aware of stereotypes and judgmental behaviour that these stories may evoke in some players. The aim is to encourage players to question why others act as they do, and not jump to conclusions.
- Make a clear distinction between what the character did and what he or she felt and thought.

Source: <http://2pek-athin.att.sch.gr/attachments/article/266/Compasito%20EN%20copy.pdf>

Specific Learning Objectives?

- Practice communication and observation skills.
- Identify why others think or act in a certain way.
- Increase empathy.
- Become aware of judgmental attitudes.
- Understand the subjectivity of individual experiences.
- Discuss the right to education, play and health care.

Variations?

- The game can also be played during a pandemic, outside with distance or online, with some small adaptations.
- Encourage children to write their own diary. What do they feel, think or experience during a (specific) day? If the group feels comfortable enough, they can share a part of their diary with each other and reflect on their different experiences.
- Younger children will need some visual materials to remember what happens during the day at camp. Show photo's while telling the story to make it more visual or make drawings of the situations in the stories.

More variations in <http://2pek-athin.att.sch.gr/attachments/article/266/Compasito%20EN%20copy.pdf> (p.99-102)

StreetSmartPlay



Draw the Right

Show us your drawing skills! The first group to guess correctly wins a point!

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Medium		Visual & auditory perception		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Learning skills	Icon	
2 - 4 players		Energizer & ice breaker		Basic		Creative thinking		
		Quiz & challenge game		Play Space	Icon	Fine motor skills		
		Group discussion		Medium space		Age	Icon	
Difficulty	Icon					6-11		
Intermediate						12-14		
						15-17		
						18+		

Materials

- Copies of the poster 'General Overview of Children's Rights', one for each group
- Poster 'General Overview of Children's Rights'
- Sheets of paper (A4) and pens for each group
- Sticky tape to display the drawings

How to play the game?

1. Ask the players to sit down in groups of four to five and choose a name for their group/team. Explain that in the activity they will compete in teams.
2. Each group is given one overview poster of the Convention on the Rights of the Child to look at during the game.
3. From each team, call one player. Give them one of the rights on the overview poster, e.g. "freedom from torture".
4. Tell them to return to their groups and draw a picture to represent the right while their teammates try to guess what it is. They may only draw pictures; no numbers or words may be used. No speaking is allowed, except to confirm the correct answer. The rest of the team may only say their guesses; they may not ask questions.
5. The team that guesses first gets a point. The team with the most points at the end wins.
6. After each round, ask all the players to write on their drawing what the right was, whether they finished it or not, and put the paper aside.
7. Do a second round; call new people to be the drawer and give them another right.
8. Do 7 or 8 rounds. In each round, a different person should draw. Try to make sure everyone can draw at least once.
9. At the end, ask the groups to pin their drawings so that the different interpretations and images of the different rights can be compared and discussed (see additional game information).

Additional game information?

Debriefing and evaluation:

Start with an evaluation of the activity itself and then discuss what the players know about children's rights.

- Was it easier or harder than expected to portray children's rights?
- How did they choose to depict a particular right? Where did they get the images from?
- If they drew violations to illustrate rights, are those violations likely to occur in their country?
- How did the different depictions of the right relate to each other? How many different ways were there to depict and interpret the same concept?
- After looking at all the images, ask how much - or how little - the players discovered about children's rights.
- Do they think children's rights are relevant to their own lives? Which ones?

Specific Learning Objectives?

- Becoming familiar with the Convention on the Rights of the Child.
- Learning that everyone can have a different interpretation of a right.
- Becoming aware of children's rights issues during a discussion.

Variations?

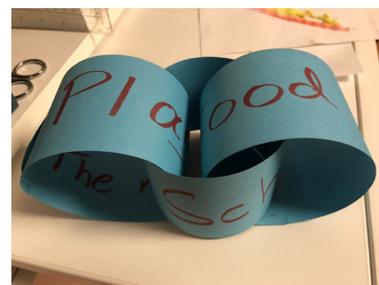
- If you have a small group, you can play as one group; ask one person to draw in the first round, and whoever guesses draws in the next round, and so on.
- Instead of drawing, you can do the exercise by asking the players to imitate certain rights.



Continue the Children's Right Chain

Let's make a chain of rights! Let's unite!

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Creative thinking		
Arts & crafts		Game Mechanic	Icon	Materials	Icon	Critical & reflective thinking		
Number of Players	Icon	Drawing		Basic		Cooperation		
+5 players		Crafting & constructing		Self-made materials		Age	Icon	
		Difficulty	Icon	Play Space	Icon	6-11		
		Easy		Small space		12-14		

Materials

- A4 paper
- Colourful paper strips: A4 paper cut horizontally into 3 pieces
- Stapler
- Markers
- Poster 'General Overview of Children's Rights'

How to play the game?

1. All players and facilitator(s) sit in a circle. Papers (A4) and markers are placed in the middle of the circle.
2. The facilitator asks the players to grab a paper and a marker and has them draw the first thing that comes to mind when they hear 'Children's Rights'.
3. When they are ready, the players can present their "art" to the others.
4. The facilitator starts a discussion about children's rights and human rights in general, for example:
 - Why do children's rights exist?
 - What is the difference between children's rights and human rights?
 - ...
5. Next, the facilitator gives all players 3 small pieces of paper and asks them to write down a specific right on each piece and draw something of paper that they associate with this specific right. The general overview poster can be used as inspiration source.
6. When they are all ready, they make a chain with all the pieces of paper: make a circle with a first piece of paper and connect the two corners with a staple. Connect this "ring" to another paper by passing this second paper through the first ring and closing it with a staple. Continue in this way until all the papers are connected.
7. After this, discuss the importance of all children's rights and the connection between them, i.e. all rights are equally important and they cannot be taken away from children.

Additional game information?

Specific Learning Objectives?

Variations?

StreetSmartPlay



Super Hero

The superhero not only saves people in need, he also helps you brainstorm!

Panel code(s): /

Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Creative thinking		
Game Mechanic	Icon	Materials	Icon	Learning skills	Icon			
Group discussion		None		Critical & reflective thinking				
Number of Players	Icon	Difficulty	Icon	Play Space	Icon	Age	Icon	
+5 players		Intermediate		Small space		12-14		
2 - 4 players						15-17		

Materials

How to play the game?

1. Start the activity by having a discussion with the players about times when children's rights are not respected or violated. Encourage them to share personal experiences or situations they have heard about.
2. Next, ask the players to imagine themselves as superheroes and to think about how they would respond to a given situation where a children's rights have been violated. They can choose to be an existing superhero or create their own imaginary one.
3. Have them share their thoughts and ideas with the group.

Additional game information?

Specific Learning Objectives?

Variations?

- You can start the activity by having the children draw a superhero to serve as inspiration.

StreetSmartPlay



Hot Air-Balloon of Rights

Collect all the balloons in a hot air-balloon of children's rights!

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Self-awareness		
		Game Mechanic	Icon	Materials	Icon	Creative thinking		
Number of Players	Icon	Drawing		Basic		Age	Icon	
+5 players		Crafting & constructing		Printable downloads		0-5		
		Group discussion		Play Space	Icon	6-11		
		Difficulty	Icon	Small space				
		Easy						

Materials

- Colourful papers
- Scissors
- Thread
- Markers
- Glue

How to play the game?

1. Start with a general discussion about children's rights. Use the general overview poster as a guideline.
 - What rights do they know?
 - How important is it to know your rights?
 - What rights are respected and/or violated in their country, at school?
2. Have each player make their own balloon. Let them choose their favourite colour on paper and have them draw a balloon. Cut out the balloon with scissors.
3. Have the children write some rights on their balloon: a right they like, a right they remember, a right they enjoy The general overview poster of children's rights can function as an inspiration source.
4. Then glue a piece of thread to the bottom of the balloon.
5. The children glue all the balloons together and all the threads end up on the bottom. Here they can put in a basket or a picture of a child or themselves.
6. Go through the individual balloons and ask the players why they chose to add these specific rights in their balloon:
 - Why did you add this right to your balloon?
 - Why is this right important to you?
 - Are there other players choosing the same right?

Additional game information?

Specific Learning Objectives?

Variations?

StreetSmartPlay



Singing To Create A Rainbow!

Get ready to let your imagination run wild and express your unique personality! In this game, you'll be making music and dancing to the beat of your own drum, while celebrating diversity and coming together as a united group.

Panel code(s): /

Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Culture & religion		< 5 minutes		Calm		Communication & expression		
Citizenship & human rights		Game Mechanic	Icon	Materials	Icon	Creative thinking		
Music		Energizer & ice breaker		None		Cooperation		
Number of Players	Icon	Circle group game		Play Space	Icon	Age	Icon	
+5 players		Difficulty	Icon	Small space		0-5		
		Easy				6-11		

Materials

How to play the game?

1. The facilitator encourages the players to use their imagination and personality to create an interesting song. Any input as a noise is welcome to complete the song.
2. The group forms a circle, and each player takes a turn to share their culture and personality in the song. The song continues for several minutes until the facilitator signals the end. The next player in the circle then introduces a new rhythm or melody to the song.
3. Players are invited to dance along with the song.
4. After the song has been created, a discussion can take place about children's rights. This step provides an opportunity to connect the activity to broader social issues and encourage critical thinking (see additional game info).

Additional game information?

Discuss with the players which children's rights are highlighted in this exercise and how. For example:

- Article 7 (name and nationality) and Article 8 (identity) because players share cultural experiences and express themselves personally.
- Article 13 (sharing thoughts freely) and Article 14 (freedom of thought and religion) because each player can choose what to share and how.
- ...

Specific Learning Objectives?

Variations?

- Create a video or voice recording of the song to be shared with the players. This step provides a sense of accomplishment and can help players see the value in their creation.

StreetSmartPlay



The stories of the five characters: taking the perspective of the duty-bearer

Let children and youngsters empathise with one of the duty-bearers involved in their path of life and let them tell the story from their perspective.

Panel code(s): SOCIETY C3



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Visual & auditory perception		
		Game Mechanic	Icon	Materials	Icon	Communication & expression		
		Group discussion		Printable downloads		Critical & reflective thinking		
Number of Players	Icon	Difficulty	Icon	Play Space	Icon	Empathy & social awareness		
+5 players		Intermediate		Small space				
						Age	Icon	
						6-11	6-11	
						12-14	12-14	
						15-17	15-17	

Materials

- Poster 'The stories of the five characters'
- Storylines of the characters

How to play the game?

1. Gather a group of five players around the poster 'The stories of the five characters'.
2. Divide the numbers 1 - 5 among the characters on the poster (in your mind) and have each players choose a number. The character with the corresponding number is then assigned to the players.
3. The players think about the different duty-bearers involved in their character's story and write down these duty-bearers.
4. Let the players choose one of the duty-bearers from their storyline, such as a teacher, policewoman, or health worker, and ask them to tell the story from the perspective of that duty-bearer. Encourage the children to really empathise with the character of the duty-bearer, and use support questions as necessary to facilitate the thinking process (see additional game information).
5. End the game with a short discussion, using the discussion questions provided in the additional game information if necessary.

Additional game information?

Support questions

- Who does the duty-bearer gets in contact with within your character's story?
- How would you as a duty-bearer react in the different situations within the characters' story?
- What would you as duty-bearer possible say?
- ...

Discussion questions

- How did the activity go? What did you learn from this exercise?
- Was it easy to tell the story from the perspective of a duty bearer? Why not?
- What did you learn about (a specific) duty-bearer(s) in this exercise?
- ...

The stories of the five characters poster show the storylines of the five main characters of the toolkit. The full storylines of the characters can be found in the appendix of the activity bundle. On the left-hand side of the panel, the main characters are shown with a QR code one can scan to listen to their story in different languages. Next to the characters, six green rights and six red rights are depicted. These icons show the main children's rights which are respected and violated in the story of the specific character. In order to interpret the children's rights icons, it might be useful to always have the children's rights overview panel with you.

This game has been specially created to work on the topic of duty-bearers with children and youngsters.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

(1) Playing with fewer than five people? Divide the group into smaller groups and have them work together to tell the story from the perspective of the duty-bearer. This is also a good alternative when children lack confidence or find it difficult to tell the story alone.

(2) Combine this activity with the input from the game 'The stories of the five characters: how duty-bearers are perceived according to children' to contrast children and young people's ideas with those of the duty-bearers. This input can promote discussion.

<https://play.street-smart.be/en/game/view/2022>



The stories of the five characters: how duty-bearers are perceived according to children

Duty-bearers will reflect on how children and young people see them and how they perceive their own presence and responsibilities.

Panel code(s): SOCIETY C3



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Society		> 15 minutes		Calm		Critical & reflective thinking		
Citizenship & human rights		Game Mechanic	Icon	Materials	Icon	Empathy & social awareness		
Number of Players	Icon	Group discussion		Printable downloads		Communication & expression		
+5 players		Role play		Play Space	Icon	Creative thinking		
		Difficulty	Icon	Small space		Age	Icon	
		Difficult				18+	18+	

Materials

- Poster 'The stories of the five characters'
- Storylines of the characters

How to play the game?

1. Have each duty-bearer choose 1 character on the poster. Tell them nothing yet about the character.
2. Have the duty-bearers look at the storyline and have them tell their character's story (in general), based on the pictures only.
3. Ask other duty-bearers to also look at the storyline and add more information/details if possible.
4. In the second round, have duty-bearers retell their character's story, explicitly considering the presence and responsibilities of duty-bearers involved in the story.
 - How are the duty-bearers in the story possibly perceived by the child, according to them?
5. Have each duty-bearer tell the story of their character, paying attention to the previous question and start a (short) discussion (see discussion questions in additional game information).

Additional game information?

Discussion questions

- How did the activity go? What did you learn from this exercise?
- Was it easy to think of how children would see dutiful people? Why not?
- On what experiences were these thoughts based?
- What did you learn about children and young people's perceptions of duty-bearers?
- ...

The stories of the five characters poster show the storylines of the five main characters of the toolkit. The full storylines of the characters can be found in the appendix of the activity bundle. On the left-hand side of the panel, the main characters are shown with a QR code one can scan to listen to their story in different languages. Next to the characters, six green rights and six red rights are depicted. These icons show the main children's rights which are respected and violated in the story of the specific character. In order to interpret the children's rights icons, it might be useful to always have the children's rights overview panel with you.

This game has been specially created to work with duty-bearers on the theme of children's rights.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

Combine this activity with the input from the game 'The stories of the five characters: taking the perspective of the duty-bearer' to contrast the duty-bearers' ideas with the actual responses of the children and youngsters. This input can promote discussion.

<https://play.street-smart.be/en/game/view/2021>



General overview of children's rights: rights race

The game challenges players to identify as quickly as possible which children's rights are being violated or protected in certain situations, reflecting on the involvement of the duty-bearers.

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Society		> 15 minutes		Medium		Gross motor skills		
Citizenship & human rights		Game Mechanic	Icon	Materials	Icon	Critical & reflective thinking		
Number of Players	Icon	Quiz & challenge game		Basic		Attention & concentration		
2 - 4 players		Group discussion		Play Space	Icon	Coordination & flexibility		
+5 players		Difficulty	Icon	Medium space		6-11	6-11	
		Intermediate				12-14	12-14	
						18+	18+	

Materials

- Poster 'General Overview of Children's Rights'
- Bottle caps
- List with situations wherein children's rights are violated or respected (see additional game information for examples)

How to play the game?

1. Divide the group into two teams and give each team the child rights poster. Give the teams five minutes to familiarise themselves with the poster.
2. Have the teams line up a few metres from the poster.
3. The game leader presents a scenario about the protection or violation of children's rights (see additional game information). The first player from each team runs to the poster and places a bottle cap on the right that is most relevant to the scenario. Encourage the players to identify the duty-bearers involved in the scenario and let them explain their role in the protection or violation of the right. Only if the player can place their bottle cap on the correct right AND if they can explain which duty-bearers are involved in this scenario, the player will earn a point for their team. See additional game information for possible reflection questions, that can help the players think of the role of duty-bearers within the scenario.
4. The game can continue for as long as desired, with the team with the highest score being declared the winner at the end. The game can also be played until all scenarios are exhausted.

Additional game information?

Reflection questions

- Which duty bearers do you think might be involved in this situation?
- In your opinion, who is the primary duty bearer to fulfil this right?
- What is the responsibility of duty bearer X to fulfil this right?
- ...

Example situations

- One billion children in developing countries receive vaccinations to prevent disease (Art 24).
- Refugee children fleeing Syria are separated from their parents (Art 9).
- Children miss school because they must walk one mile to get water (Art 28/24).
- Girls in Afghanistan are forbidden from going to school (Art 28).
- 100 countries commit to prevent the use of children in armed conflict (Art 38).
- Children with disabilities are included in school (Art 23).
- Children share their opinions with their local leaders, and the leaders listen (Art 13/12).
- Children have access to a clean water source in their village – improving their health and making it easier to get to school (Art 24).
- Cities build safe walkways in green spaces for children to walk to school in a clean air environment (Art 24).

The general overview poster shows all the articles of the United Nations Convention on the Rights of the Child (UNCRC). The UNCRC consists of 54 articles that set out children's rights and how governments should work together to make them available to all children. On this child-friendly poster, all 54 articles are depicted. This poster functions as the main starting point for the All Children, All Rights package. Therefore it's highly recommended to always have this overview poster at hand when doing activities on children's rights.

This game has been specially created to work on the topic of duty-bearers with children and youngsters.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

The game can be played by children as the duty-bearers themselves. When playing with duty-bearers, encourage them to reflect on their own position/role and experiences in relation to this situation:

- Have you ever been involved in a situation like this within your role as a duty-bearer?
- Who do you feel is the primary duty-bearer to fulfil this right?
- ...



City of rights: reflection game with duty-bearers

Encourage duty-bearers to think about the purpose of the City of Rights board game and engage them in discussions about specific situations where children's rights are either protected or violated.

Panel code(s): SOCIETY C2



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Critical & reflective thinking		
		Game Mechanic	Icon	Materials	Icon	Communication & expression		
Number of Players	Icon	Group discussion		Printable downloads		Empathy & social awareness		
+5 players		Board game		Play Space	Icon	Self-awareness		
		Difficulty	Icon	Small space		Age	Icon	
		Easy				18+	18+	

Materials

- Poster 'City of rights'

How to play the game?

Part 1: Understanding the purpose of the game

1. Print the 'City of Rights' poster and bring it with you when visiting or working with duty-bearers.
2. Explain to them how the game works and its purpose, which is for example to educate children about their rights and who they can turn to if their rights are violated (see additional game information for the full game explanation).
3. Encourage duty-bearers to reflect on the objectives of the game and discuss its relevance (see additional game information).

Part 2: Discussion

4. Have duty-bearers share their experiences about situations they have encountered by rolling the dice until they end up on a red or green square on the board.
5. Ask them to talk about a specific situation or news article related to the right indicated by the color of the square they landed on (green = a right protected, red = a right violated).
6. Initiate a conversation about the protected or violated children's rights in the given situation, and discuss the role and contributions of duty-bearers in addressing such situations (see additional game information).

Additional game information?

Full game manual for the 'City of rights' board game: <https://play.street-smart.be/en/game/view/1977>

Reflection questions part 1

- What do they think of this board game?
- What is the added value of this game?
- How can this game help children learn more about their rights?
- What are possible pitfalls of the game?
- How can the game help children learn about duty-bearers and/or people they can turn to when needed?
- ...

Reflection questions part 2

- How can you - in your role as duty-bearer - contribute to the realisation of this right/these rights?
- Would you (always) intervene in a situation where a child's right is violated? Why? How?
- Who can you turn to if you need additional help?
- What are important concerns for you when working with children?
- ...

The City of Rights poster is the introductory goose board game for the All Children, All Rights package. On the panel, a goose board, the five main characters and different situations linked to children's rights are depicted to allow youth workers to introduce the topic in a fun and interactive way to their target group. The additional QR code links to an audio story to get more information on the panel and on the city. Some situations will be reused on other posters to make a clear link with the overview panel.

This game has been specially created to work with duty-bearers on the theme of children's rights.

All children's rights icons used on the posters are created by UNICEF for their child-friendly version of the Convention on the Rights of the Child.

Specific Learning Objectives?

Variations?

