

Title of the activity : Sailing to a new land

For who : 8+
Duration : 45 min
Number of players : 8+
Place : Inside
Characteristic :
- Discussion
- Putting priorities
- Self-reflection

Type of game : Human rights
Educational interest :
- General Human rights education, Separate wants from needs
Materials :
- Envelopes, Copies of want and needs cards, glue and paper

Goal : To connect Human needs and Human rights

Method :

1. Ask the children to imagine that they are about to set sail to a new continent. There are no people living there now, so when they arrive, they will be pioneers establishing a new country.
2. Divide the children into small groups and give each group an envelope with all the Wants and Needs cards in, explaining that these are the things they are packing to take with them for life in the new country. Ask each group to open the envelope, spread out all their cards and examine them.
Variation: Provide a few blank cards and give the children an opportunity to add some additional things they think the might need or like to have.
3. Explain that the boat is setting sail now and begin a narrative like this:
At first the trip is very pleasant. The sun is shining and the sea is peaceful. However, a big storm comes up suddenly, and the ship is rocking. In fact, it's about to sink! You must throw three of your cards overboard to keep the boat afloat.
Ask every group to decide what to give up. Explain that they won't be able to get these things back later. Collect the cards which have been 'thrown overboard', and put them together in one pile.
4. Return to the narrative:
At last the storm is over. Everyone is very relieved. However, a weather report comes that a Category 5 hurricane is heading straight for the ship. If you are going to survive the hurricane, you must throw overboard another three cards! Remember: don't throw away what you may need to survive in your new country.
As before, collect these cards and keep them in a separate pile.
5. Return to the narrative:
That was a very close shave! However, we are almost at the new continent. Everyone is very excited. But just as we sight land on the horizon, a giant whale crashes into the boat and makes a hole in the side. You must make the ship even lighter! Throw away three more cards.
Collect and put these cards into a pile.
6. Announce that finally they have reached the new continent safely and are ready to build a new country. Ask each group to glue their remaining cards onto a piece of paper so that everyone can remember what they are bringing to the new continent. Have you got all the things you need to survive? To grow and develop well?
7. Ask each group to hang their sheet at the front of the room and explain what they are bringing to the new land. After each description, ask the whole group, "Are they missing anything they will need to survive? To grow and develop?"

Link or picture :

For more information and materials follow the link:

http://www.eycb.coe.int/compasito/chapter_4/4_27.asp