Etre citoyen, c'est quoi ? (Being a citizen, what does that mean?)

Peace GAMES

Details

Topic: Critical and creative thinking

Age: Children aged 8-13

Time: 2 sessions of 50 minutes

Type: Non digital

Cost: Free

Language: French

Context: in classroom

Players: Single and Multiplayer

Producers/Creators: Phileas & Autobule

Game strategies

Curriculum and pedagogy

Interactive, culturally relevant methods

Competences

Analytical and critical thinking

Autonomous learning skills

Civic-mindedness

Knowledge and critical understanding

Responsibility

Description

Based on the interpretation of the myth of Antigone, this board game alternates different group and individual activities, depending on the colours of the boxes. The game aims to stimulate children's critical and creative thinking in a fun way. It requires alternating individual moments and collective moments, quick exercises and longer exercises, a general discussion and the mobilization of specific thinking skills. The objective pursued by working on the skills of thinking one by one (via credit cards) is to allow easier mobilization in subsequent discussions.