

# HANDICAP - DAY



## Details

Topic: Disabilities, Diversity

Age: 11+

Time: 3h

Type: Simulation - non digital

Context: Long game

Cost: Free

Language: no language requirements

Players: Multiplayers

Developer: CISV International

## Game strategies

Information on diversity

Teacher education on diversity

Social Inclusion

## Competences

Valuing cultural diversity

Respect

Responsibilities

Empathy

Co-operation skills

## Description

Children must cooperate and help each other. They are stimulated in learning more about different disabilities. The activity should last for some hours so that children can experience different activities while having handicaps: at the beginning of the activity, different handicaps are given to different children. Some children can be blind, some others may have no arms or one leg, or they could be deaf etc. The simulation game takes place during other "normal activities" (like having lessons in classrooms, having lunch together and so on). At the end of the simulation, there will be a discussion guided by educators/teachers.