L'isoloir (voting booth)



Details

Topic: Democratic skills

Age: 14-18

Time: 50 to 60 minutes

Type: Digital

Cost: Free

Language: French

Context: in classroom

Players: Single player with educator/teacher

(Groups from 10 to 30 youth)

Producers/Creators: Tralalère

Game strategies

Curriculum and pedagogies
Socially responsible

Competences

Analytical and critical thinking skills

Autonomous learning skills

Civic mindedness

Conflict resolution skills

Responsability

Skills of listening and observing

Valuing democracy, justice, fairness, equality and the rule of law

*** L'ISOLOIR CITOVENNETÉ S NUMÉRICS. QUI DOIT DÉCIDE COMMENT LE BÉCASIS Y SUI CANTON, les monte du directes "les siblique hances". Cerrintes de plus données que l'adirbulement de directes en de particular de les sibliques hances "les sibliques hances". Cerrintes de plus données, que l'adirbulement de directes en de particular de la comment par de responsable que l'entre en les significations. Il territorie de la comment par que des de la desta de la des de la des de la des de la des de la desta del la desta de la desta de la desta de la desta del la desta del la della del la della de

Description

The game invites young people to vote and experiment with various ways of approaching voting. They can opt for various options and change their mind according to the evolution of their reflection on the asked questions. It is interactive and the voting booth provides direct answers. The players choose a question, and vote based on personal opinion and experience; they get information on the issue and can vote again; they can debate and suggest an alternative solution again. The main topics approached are: Digital practices, digital democracy; freedom of expression; economics.