

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

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.

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

