

Stronger together

Details

Topic: Morality, self-control, inclusion, diversity and radicalization

Age: 10-12

Time: 40-50 minutes

Type: Board game

Context: in classroom

Cost: free

Language: Several languages available

Players: Multiplayer

Developer: Erasmus + project

Description

The game provides 5 modules followed by a digital game. Each module will facilitate a dialogue on the themes: morality, self-control, inclusion & diversity, and critical thinking. These are four important competences to build on in the fifth module: prevention of radicalization. The structure is always the same: after having read the scenario (a playlet), the players engage in a dialogue on the theme and choose, among three possibilities, what they consider to be the most appropriate response to the problem posed. A score is assigned to each of the three possible answers. You will receive feedback that lets you know how well it seems suited to the goal.

Game strategies

Information on diversity

Interactive, culturally relevant methods

Social inclusion

Competences

Intercultural competence

Interpersonal sensitivity

Openness to cultural otherness and to other belief

Valuing human dignity and human rights

Valuing cultural diversity

