



Peace
GAMES Catalogue

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Introduction - The Peace Games Project and the catalogue

The Peace Games project

The Peace Games project aims to contribute to the development of citizenship, democratic and social competences by using the full potential of creativity through game-based learning in formal and informal learning. Peace Games originated within the Laboratory for Education Inspiring Peace (EIP Lab - <http://eiplab.eu/>) and as an Erasmus+ project responds to the need of offering advice and orientation to the education community and to individual learners, by developing a structured review of existing games, based on a qualified analysis of learning objectives achievable, and a community hub to engage on peace-oriented online and offline games.

The Peace Games Catalogue

The PEACE GAMES catalogue is a selection of 55 interesting digital and analog games relevant to teaching and learning peace and peace-oriented competences. The games have been identified by the Consortium partners in different European countries on the basis of their relevance and classified for game-based learning.

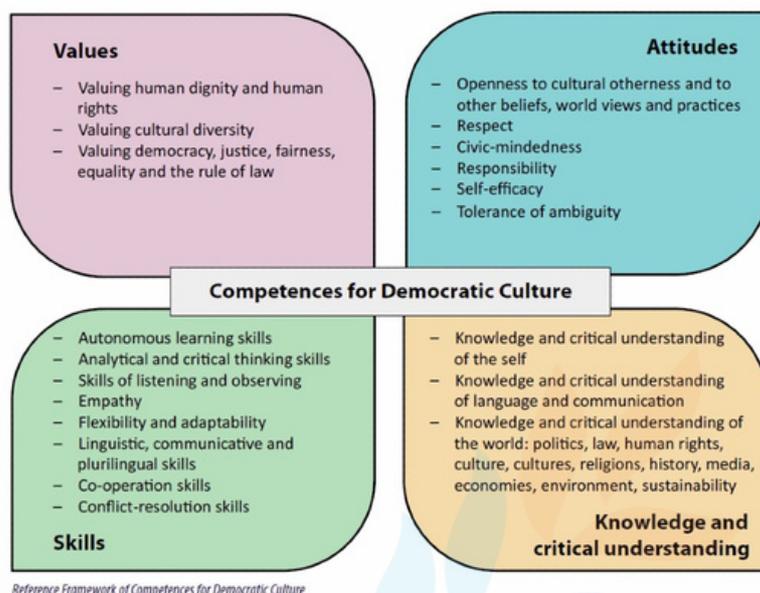
The catalogue classifies the 55 games by the topics addressed. The seven themes considered are:

- 1) Children's Rights, Democracy, Citizenship
- 2) Decision-making
- 3) Cooperation
- 4) Prevention of bullying, Disabilities
- 5) Prejudices and stereotypes, Cultural diversity, Intercultural understanding
- 6) Peace and War
- 7) Emotions

For each theme, there are several games to choose from, depending on the age of the players, the languages, the contexts, the duration and the dynamics to be activated. Each game presents a short description that provides an overview of the game, of the objectives and the player interaction, also giving examples of materials or screenshots. Then, the main details of the game are provided, in terms of target age group, languages, duration, availability, number of players and the competences and game strategies developed. The game strategies highlight if the game is competitive, collaborative or cooperative.

The RFCDC

Each game is related to one or more competencies of the internationally tested Reference Framework of Competences for Democratic Culture (RFCDC) of the Council of Europe and is referred to some other peace-related competencies considered within the Consortium partners.



Evaluation of the competences

Competences represent the ability to select and activate relevant psychological resources (values, attitudes, skills, knowledge and uncertainty) to be activated and used for participating effectively and appropriately in democratic situations. In order to support schools and teachers to implement and assess learning paths, the RFCDC provides a clear and concise evaluation with the description of the behaviours of pupils.

Educators must assess through three levels of acknowledgement (basic, intermediate and advanced) whether pupils have learned the values expressed in the RFCDC. According to these three scaled descriptors, it is possible to evaluate through the following table (Table 1.0) human rights and dignity, cultural diversity, democracy, justice, fairness, equality and the rule of law.

To assess human dignity and human rights among children, the basic level that each participant should obtain is being able to argue that human rights and in particular, those specific to children should always be protected and respected, especially in society. Successively, the intermediate level is reached when children are capable to advocate for equal respect and protection of human rights by all public organisations, arguing that no one should be subjected to torture.

1.0 Table for assessing children’s values according to the RFCDC

Values	Basic	Intermediate	Advanced
Human dignity and human rights	Argues that human rights and children’s rights should always be protected and respected in society	Advocates for equal respect and protection of human rights by all public organisation	Defends rights and dignity of every human being even under strict restrictions, understanding that all laws should be consistent with international human rights norms and standards
Cultural diversity	Promotes always mutual understanding and meaningful dialogue between people even by those perceived as different	Express that cultural diversity within society should be positively valued and appreciated	Supports the importance of the intercultural dialogue in recognizing different identities and cultures, developing a culture of living together
Democracy, justice, fairness, equality and the rule of law	Understand how to act as a democratic citizen and that everyone should be treated equally under the law, applied fairly	Argues that democratic elections should always be conducted freely, without any fraud nor cross the boundaries of their legal authority. Express support that courts of law should be accessible to everyone.	Understand that legislative power should be subject to the law if it is entrusted as well as public authorities which infringe civil rights

How to use the catalogue?

The catalogue is a tool that can be used in a flexible way, to find inspiration and ideas on possible games to propose in formal and informal educational contexts. The choice can be based on one of the themes and you can try out the various games proposed, choosing those that best suit your needs. Or you can choose games that deal with different themes, to build your own path of exploration. Obviously, classification by age, duration and language can help in identifying the games that can best contribute to developing the desired competences and best meet one's needs. For each game, you can find this information:

Game strategies

Competences

This section includes the types of strategies that characterise the games and the competence that the games enhance.

Details

This section includes some important details on the games, such as: if the game is digital or non-digital, if free or not, the type of interaction if any (competitive, collaborative, cooperative), the language availabilities, the producers/creator of the game, the targeted age of the game.

Description

This section includes the game description: the plot if any, the topics addressed, some general rules of the game.

Themes and Games

Children's rights, democracy, citizenship

- Sur le chemin des droits de l'enfant - On the way to children's rights
- Democracy 3
- Demokratia
- L'isoloir/voting booth
- Etre citoyen, c'est quoi ? (Be a citizen, what does that mean ?)
- Constructores de paz

Decision-making

- iThrive:Sims - Lives in Balance
- Quandary
- First Strike
- The Sims FreePlay
- 5 Minuten Dungeon - Wahre Helden gegen die Zeit
- Ticket to Ride

Cooperation

- Positive attitudes: tolerance and cooperation
- The Mind
- Rock Paper Scissors
- Hanabi
- Portal 2
- Tokyo Nagano Kobe
- Rory's Story Cube
- The Maze/The Maze children

Prevention bullying, disabilities

- STOP Violence!
- TOIMOINOUS - YOUMEUS
- Concrete genie
- HAND17FAMILLES - Seventeen Families (Handicap)
- HANDICAP - DAY
- A blind Legend
- To the Moon

Themes and Games

Prejudices and stereotypes, Cultural diversity, Intercultural understanding

- If you love me don't die
- Never Alone
- Tell me why
- Can you? The privileges game
- Dixit
- Stronger together
- Stereotypes
- Assassin's Creed: Discovery Tour
- Fake it to make it
- Distinct'go
- Kosmopolit
- @miclick
- Play2talk
- Post-facto

Peace and War

- It's a Wonderful World: War or Peace
- Reconstrucción- War is not a game
- Peacemaker
- Valiant Hearts - (The great war)
- Jembatan: Misión ¡Parar la guerra!
- The war of mine
- Time for peace
- El Juego de la Paz
- Bakeraikileak - Constructoras/es de Paz
- The World Peace Game
- Peace War Peace

Emotions

- The Colour Monsters
- Feelinks
- Language of feelings
- Totem - The Feel Good Game

Suggested learning paths

Peace Games responds to the need to offer advice and orientation to the education community and to individual learners, by developing a structured review of existing games, based on a qualified analysis of learning objectives achievable, and a community hub to engage in peace-oriented online and offline games.

To support schools teachers in designing a learning program in education of peace and citizenship, the project has designed formal learning paths based on the Catalogue, classifying them by 'learning objective', target groups (pupils of different ages, teachers, adult educators, specific groups with social inclusion needs, etc.).

The structure of the learning paths for pupils entails different learning activities: digital or analogical games, but also movies, collective reflections, learning materials, including contextualised problems and questions i.e. by embedding the experiences held in each classroom in the field of 'activities. Then, there are also included some suggestions related both to the national scenario and learners' characteristics and preferences, as well as a full set of indicators from RFCDC, useful to build the assessment framework.

Finally, to encourage and support the appropriate choice of educational path, at the end of the catalogue it is possible to find the different 'learning paths' organized by themes.

Theme 1

Children's rights, democracy, citizenship

Games suggested

- Sur le chemin des droits de l'enfant - On the way to children's rights
- Democracy 3
- Demokratia
- L'isoloir/voting booth
- Etre citoyen, c'est quoi ? (Be a citizen, what does that mean ?)
- Constructores de paz

Other games

- Hellapagos

Learning path suggested

1. Upper primary education cycle (8/10 years old)
2. Secondary education cycle (11/16 years old)

Learning path example: Upper primary education cycle (8/10 years old)

Games: Be a citizen, what does that mean?, On the way to children's rights

Information: This learning path is composed of the following 7 sequential phases:

- Phase 1: Introduction of the topic of 'children's rights' by the teacher. This is further explained by giving examples.
- Phase 2: Students are set into groups and are invited to jointly explore their rights
- Phase 3: The teacher monitors the progress of the activity and encourages solidarity when and where needed
- Phase 4: Students complete the tasks of the game: quiz/mime/drawings
- Phase 5: Introduction of the topic: 'Being a good citizen - what does it entail?'
- Phase 6: Work out activities of 'Be a citizen, what does that mean?' individually or in groups depending on the boxes chosen
- Phase 7: Promote a general discussion promoting specific thinking skills

Competences:

- Values: Valuing democracy, Justice fairness, equality and rule of law; valuing the dignity and human rights
- Skills: Analytical and critical thinking, Autonomous (self) learning skills
- Attitudes: Responsibility, Civic mindedness, Responsibility, Respect
- Knowledge and critical understanding: knowledge and critical understanding of the world: politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability

Sur le chemin des droits de l'enfant - On the way to children's rights

Details

Topic: Children's rights in France and the world
Age: 8+
Time: No time limit
Type: board game
Cost: 33€
Language: French
Context: in classroom or with the family
Players: Multiplayer
Producers/Creators: Solirativité Laïque

Game strategies

Curriculum and pedagogies

Competences

Civic-mindedness
Respect
Responsibility
Valuing democracy, justice, fairness, equality and the rule of law
Valuing human dignity and human rights



Description

Children and young people are invited to explore their rights in teams or individually. It takes challenges and succeeds in as many activities as possible while not forgetting to show solidarity. Each box has its own colour, each colour has its own activity: quiz, mime, drawings, role play and pleading. It is necessary to become knowledgeable about the rights of children in order to complete the road strewn with pitfalls and challenges.

Democracy 3

Details

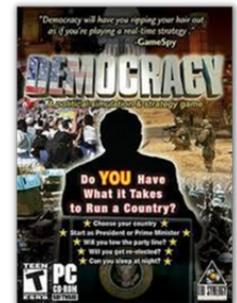
Topic: political institutions, government
Age: 11+
Time: 6h
Type: Digital game
Cost: 22,99 €
Language: Several languages available
Context: Long-game
Players: Single player
Producers/Creators: Positech Games
Platforms: Linux, Windows, Macintosh

Game strategies

Leadership/governance
Social inclusion

Competences

Knowledge and critical understanding of the world



Description

Players take on the role of the president or prime minister of a democratic nation and try to govern the country. The player must introduce and alter policies in different areas (such as tax, economy, welfare, etc.). Each policy has an effect on the happiness of various voter groups, as well as affecting factors such as crime and air quality. The player has to deal with "situations", which are typically problems such as petrol protests or homelessness, and also has to make decisions on dilemmas that arise each turn.

Democratia: The isle of Five

Details

Topic: Role-play, Simulation, Strategy
Age: 12+
Time: 45 minutes
Type: Mobile Game
Cost: free
Language: English, French, German, Italian, Romansh
Context: in classroom
Players: max 5 Players
Developer: Blindflug Studios AG

Game strategies

Role-play, Simulation, Strategy

Competences

Decision making (strategy & problem solving)
Negotiation
Social interaction/values/cultures



Description

Democratia is a virtual board game for up to five players that presents Switzerland as an island inhabited by five different tribes. Each player leads one of these tribes with the aim of increasing its resources and pushing through its own political agenda. As in Switzerland, regular referendums are held in Democratia. Democratia's supposed to be fun. But it's also designed to provoke discussion and demonstrate that this country needs cooperation as well as competition to move ahead.

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
Responsibility
Skills of listening and observing
Valuing democracy, justice, fairness, equality and the rule of law



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.

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

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.

Theme 2

Decision-making

Games suggested

- iThrive:Sims - Lives in Balance
- Quandary
- First Strike
- The Sims FreePlay
- 5 Minuten Dungeon - Wahre Helden gegen die Zeit
- Ticket to Ride

Other games

- Rory's Story Cube
- Hanabi
- Dixit
- The Maze/The maze children

Learning path suggested

1. Teenagers (14-18 years old)
2. Teenagers (14-18 years old) - Variant

Learning path example: Teenagers (14-18 years old)

Games: Two truths and a lie (Ice Breaker), First Strike online, Ticket to Ride online

Information: Games can be played in parallel and compare the decision-making process of both games (First Strike Online; Ticket to Ride online). The games can be played on computer or tablet classes. Both digital games are multiplayer games. Variation: 2 students or a group of students can play a single-player game, for this, they have to decide together on the next move or next action.

If all three games are played, 2-3 lessons should be planned. "Two truths and a lie" can be used as a warm-up exercise/ice breaker for decision making and critical thinking before moving on to the First strike. First Strike and Ticket to Ride can be played parallel. For example, the class can be divided into 2 groups (boys and girls ...). The learning output of this path is that not everything that looks like truth/lie is actually true or false.

Competences:

- Values: valuing democracy
- Attitudes: self-efficacy; openness to cultural otherness and to other beliefs, world views and practices
- Skills: Decision making, analytical and critical thinking skills;
- Knowledge and critical understanding: knowledge and critical understanding of the self; reflection on one's own actions/one's own decision

iThrive:Sims - Lives in Balance

Details

Topic: Role-play, Simulation, Strategy

Age: Teen

Time: 45-minute

Type: Digital-game

Cost: Free

Language: English

Context:

Players: max 6 Players

Developer: iThrive Games Foundation

Game strategies

Role-play, Simulation, Strategy

Competences

Negotiation

Social interaction/values/cultures

Decision making (strategy & problem solving)



Description

In iThrive Sim: Lives in Balance, students role-play as government officials tasked with making decisions and charting a path forward amidst a pandemic. As members of a six-person coalition, students must analyze data, negotiate and compromise with their peers, and contend with conflicting information from multiple sources including experts in infectious disease and commerce. iThriveSim scenarios are rich with content that hits core social studies and social-emotional learning standards.

Quandary

Details

Topic: Decision making

Age: 8-16

Time: 60

Type: Digital

Cost: Free

Languages: English/Spanish

Context: in classroom

Players: Single player

Developer: Learning Games Network

Game strategies

Information on diversity

Interactive, culturally relevant methods

Leadership/governance

Competences

Analytical and critical thinking skills

Autonomous learning skills

Civic-mindedness

Conflict-resolution skills

Interpersonal sensitivity

Empathy

Reflection



Description

As the Captain of a new human settlement on Planet Braxos, shape the future of a new civilization while developing ethical reasoning skills. Quandary, the award-winning, nonprofit learning game, has landed on your mobile phone!

First Strike

Details

Topic: Real-time strategy game

Age: 12+

Time: 45-minute and more

Type: Mobile Game

Cost: Free

Languages: Several languages available

Context:

Players: Multiplayer

Developer: Blindflug Studios AG

Game strategies

Real-time strategy game

Competences

Negotiation

Social interaction/values/cultures

Decision making (strategy & problem solving)



Description

A nuclear armageddon is no one's dream scenario. So choose your steps carefully, it's a small path between war and peace. FIRST STRIKE is a great strategy simulation featuring snappy gameplay and an intuitive interface that makes dropping the big one as easy as ABC. But be sure to take the right measures to guarantee your people's safety.

The Sims FreePlay

Details

Topic: Simulation

Age: 12+

Time:

Type: Mobile Game

Cost: Free

Languages: Several languages available

Players: Singleplayer

Developer: Digital - Maxis, The Sims

Studio, Published by Electronic Arts

Game strategies

Role-play, Simulation, Strategy

Competences

Planning, time and cost management

Social interaction/values/cultures



Description

Create it with your Sims in real-time, customize their wardrobes, build their homes, and help them live out their dreams. Complete goals to earn Simoleons, expand your Sim Town and pick up rewards along the way. Keep your Sims happy and watch them thrive as you help them live a fun and fulfilled life!

5 Minuten Dungeon - Wahre Helden gegen die Zeit

Details

Topic: Cooperative = work together and win together

Age: 8+

Time: 5-30 minutes

Type: Board Game

Cost: 19,99 €

Language: German, English

Players: Multiplayer

Developer: Kosmos

Game strategies

Cooperative = work together and win together

Competences

Ability to learn/self-assess

Applying concepts/rules

Decision making (strategy & problem solving)

Mutual mindfulness

Social interaction/ values/ cultures

Special edition/expansion: players are not allowed to talk to each other
Teampay



Description

Within five minutes, the goal is to defeat all monsters, obstacles, people and actions together with the other players and to perform them successfully. For this purpose, various "heroes" are available, all of which have different abilities and thus different strengths and weaknesses. Decisions must be made as a team, disagreements that lead to quarrels mean that you do not achieve the goal.

Ticket to ride Europa

Details

Topic: Competitive board game

Age: 8+

Time: 30-60 minutes

Type: Board Game

Cost: 44,90 €

Language: many languages available

Context:

Players: Multiplayer

Developer: Days of Wonder

Game strategies

Competitive board game

Competences

Ability to learn/ self assess

Applying concepts/rules

Decision making (strategy & problem solving)

Intercultural awareness



Description

Players collect cards of different wagons and use them to build stations, travel through tunnels and with ferries to travel on the network of routes throughout Europe.

Theme 3

Cooperation

Games suggested

- Positive attitudes: tolerance and cooperation
- The Mind
- Rock Paper Scissors
- Hanabi
- Portal 2
- Tokyo Nagano Kobe
- Rory's Story Cube
- The Maze/The Maze children

Other games

- Kosmopolit
- 5 Minuten Dungeon - Wahre Helden gegen die Zeit

Learnign path suggested

1. Cooperate with non-verbal communication skills - Primary and secondary school
2. Cooperation and negotiation - Secondary school
3. Strategy and communication - Secondary school

Example: Cooperate with non-verbal communication skills - primary and secondary school

Games: Rock Paper Scissors – Hameba Version, The Mind, The Maze/5 MINUTES DUNGEON

Information: The path is aimed at stimulating the reflection on the different levels of communication and on the idea that it is possible to communicate even if we don't speak the same language. Tolerance and cooperation are key words in this learning path. The particularity of this path is that players should not speak.

Competences:

- Values: Valuing democracy, justice, fairness, equality and rule of law
- Attitudes: Tolerance of ambiguity
- Skills: Listening, empathy, cooperation, observing, analytical critical thinking, non-verbal communication
- Knowledge and critical understanding: knowledge and critical understanding of the self; reflection on one's own actions/one's own decision

Positive attitudes: tolerance and cooperation

Details

Topic: Prosocial skills and behaviors
Age: 3 to 6
Time: No time limit
Type: card/board game
Cost: 22,00 €
Language: French, German, English, Spanish, Italian, Greek
Context: in classroom or family
Players: Multiplayer (small groups)
Publisher: AKROS

Game strategies

Social inclusion

Competences

Valuing human dignity and human rights
Valuing cultural diversity
Respect
Civic-mindedness
Tolerance for ambiguity
Empathy



Description

This is an observation game where children observe 4 images from each game board and tick inappropriate behaviours with a Red Cross. The game provides opportunities to learn and exhibit prosocial behaviours through cooperation. Provides inputs on tolerance and cooperation. The targeted issues are: Cooperative learning, Empathy and prosocial skills; Education on values, respect, fairness, solidarity and inclusion. The game is the starting point of discussions and dialogue within the group and with the educator.

The Mind

Details

Topic: Cooperative = work together and win together behaviors
Age: 8+
Time: 20-40 minutes
Type: card game
Cost: 13,00 €
Language: non-verbal game
Players: Multiplayer
Developer: Nürnberger SV

Game strategies

Cooperative = work together and win together

Competences

Ability to learn/ self assess
Applying concepts/ rules
Decision making (strategy & problem solving)
Social interaction/ values/ cultures



Description

Players try to discard number cards from their hands in the correct order and "become one" with the other players. During the game, there is a synchronization of the sense of time. The team must become one, i.e. vibrate in unison. The player must feel when it is his turn.

Rock Paper Scissors - Hameba version

Details

Topic: Cooperation
Age: 4+
Time: 10 minutes
Type: Simulation
Context: Icebreaker
Cost: Free
Language: non-verbal game
Players: Multiplayer
Developer: /

Game strategies

Competitive non-verbal game

Competences

Communication skills
Negotiation
Team building



Description

Scissors Rock Paper is a game that is popular with both children and adults and is played all over the world. In this version, called Amoeba - Rock Paper Scissors, children in a room move around and everybody at the beginning are amoeba and acts as swimming around. The participants go to another one of its kind (amoeba with amoeba, snake with snake etc) and make "Rock Paper, scissors".

In order to win, they have to guess the same gesture! If they win, they step up the ladder. The ladders, and their gestures, are the following:

- Human Being = acting normal
- Monkey = jumping around and sounds like a monkey
- Rabbit = the hands act as ears, going up and down
- Snake = Puts 2 fingers on the forehead and sounds like a snake
- Amoeba = "Swims" around

Hanabi

Details

Topic: Cooperation
Age: 7+
Time: 20-30 minutes
Type: Card game
Context:
Cost: 10,99 €
Language: Basic language skills
Players: Multiplayer
Developer: Cocktail Games/XII Singes

Game strategies

Cooperation

Competences

Analytical and critical thinking skills
Communication, non-verbal
Intercultural understanding



Description

You and your group are a team of pyrotechnicians who messed up the fireworks right before the great show, so now you all need to work together to put them back in their right place before the show starts. To do so, the players must build back the five fireworks (blue, yellow, red, green, and white). Each player is given 4 or 5 cards (depending on the number of players) which they cannot see, but they must show to the others. The goal is to form the five fireworks completely (up until number 5) before the three fuse tokens are used.

Hellapagos

Details

Topic: Cooperation

Age: 10+

Time: 20 minutes

Type: Board game

Cost: 23,99 €

Language: English or French

Players: Multiplayer

Developer: Laurence and Philippe Gamelin

Game strategies

Semi-cooperative

Valuing fairness and equity

Competences

Co-operation skills

Flexibility and adaptability

Linguistic, communicative and plurilingual skills



Description

The story of the game is that a group of people survive a shipwreck and end up on a desert island. They need to survive by getting water, food, and also wood to build a raft so they can leave the island. Besides, there is a hurricane getting closer. They do not know exactly when it will arrive, but the longer they stay on the island the more dangerous it becomes. The goal of the game is for everybody to leave the island, but since getting food and water can be hard, the possibility of not making it for some of them is very real.

Portal 2

Details

Topic: Cooperation, Applying concepts, ability to learn

Age: 12+

Time: 10 minutes

Type: Digital game

Cost: 17,95 €

Language: English, French, Spanish, German and Italian

Players: Solo or Multiplayer

Developer: Valve

Game strategies

Cooperation

Competences

Analytical and critical thinking

Communication

Creativity, Innovative thinking

Problem-solving



Description

In order to solve each room (and backstage places, which are still more complex since they do not have a clear exit door) the player(s) must cooperate and learn how to use the different tools around the facilities. The game gets harder and harder, so the player(s) is expected to keep learning different ways of using these tools. Also, the player(s) must have a clear understanding of how the portal gun works, and what it can be done with the different lasers and objects available in the facilities.

Tokyo, Nagano, Kobe

Details

Topic: Cooperation
Age: 8+
Time: 30 minutes
Context: Icebreaker game
Cost: Free
Language: Independent
Players: Multiplayer
Developer: /

Game strategies

Cooperative - work together and win together

Competences

Communication skills
Creativity
Negotiation
Team building



Description

Besides team building and socializing, the purpose of the game was to experience and reflect upon communication in multicultural and interdisciplinary groups, the importance of understanding a language and obstacles in the language we communicate in. The game is language independent, as participants have to create their own language.

Theme 4

Prevention of bullying and Dealing with Disabilities

Games suggested

- STOP Violence!
- TOIMOINOUS – YOUMEUS
- Concrete genie
- HAND17FAMILLES – Seventeen Families (Handicap)
- HANDICAP - DAY
- A blind Legend
- To the Moon

Other games

- Can you? The privileges game

Learning Paths

- Learning path for primary school (8-10 yo)
- Learning path for secondary school (11-18 yo)

Learning path example: Primary school (8-10 yo)

Games: The language of emotions, Everybody is different;

Information: The learning path suggested is composed of 5 phases:

1. Introduction: LOU (cortometraggio Pixar)
2. Explanation/Discussion: The first sequence needs to introduce learners to the topic of bullying and what they think/experience about it.
3. Icebreaking: The language of emotions
4. Tools and activities: Everybody is different
5. Final reflection: The activities are focused on reflection with teachers/educators and extrapolation of those aspects on which all learners spend time for improving empathy and respect.

Suggestions:

- Try to avoid scenarios with single learners in each school
- Put learning scenarios including contextualized problems and questions (i.e., by embedding the experiences held in each classroom in the field of ‘activities. But take care about the ‘character of the ‘game’ or ‘Sequence’. You will easily see that some are more suitable than others).

Competences:

- Values: valuing cultural diversity
- Attitudes: openness to cultural otherness and to other beliefs world views and practices, respect, civic-mindedness,
- Skills: Empathy, conflict resolution skills
- Knowledge and critical understanding: knowledge and critical understanding of the world (politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability)

STOP Violence!

Details

Topic: Prevention of school bullying
Age: 11-15
Time: 30, 60 and 180 minutes
Type: Digital game
Cost: Free
Language: French
Context: in classroom
Players: Single player
Producers/Creators: Tralalère with Safer Internet

Game strategies

Information on diversity
Social inclusion

Competences

Empathy
Interpersonal sensitivity
Problem-solving
Respect
Responsibility
Valuing cultural diversity
Valuing human dignity and human rights



Description

This game aims to shed light on the issue of school bullying through three themes: rumour, discrimination and extortion. The pedagogical objectives of the game are: teaching the player to recognize the manifestations of bullying; helping youth understand the collective dimension of this phenomenon; explaining that there are many avenues of recourse in the face of harassment; developing students' empathy by showing testimonials from victims. The game teaches how to live in society. There are guidelines for teachers and a module sheet for each theme.

TOIMOINOUS - YOUMEUS

Details

Topic: Prevention of school bullying
Age: 7-11
Time: 30-60 minutes
Type: Board Game
Context: in classroom
Cost: 70,00 €
Language: French
Players: Multiplayer
Developer: Petits citoyens - Valoremis editions

Game strategies

Interactive, culturally relevant methods
Social inclusion

Competences

Analytical and critical thinking skills
Empathy
Empowering skills
Problem solving
Respect
Valuing cultural diversity
Valuing human dignity and human rights

Description

The TOIMOINOUS is an educational kit who have to experience or observe situations of violence at school, which are often implicit or even ignored by the adult world. It leads to collective thinking and strategy designing to prevent school bullying. Being the victim of harassment, racketeering, physical or verbal attacks, the role of appearances and influences, the dynamics of exclusion, or to be the author of that, it is suffering for each child that should be recognized from the earliest age of socialization.

Concrete genie

Details

Topic: Action, Adventure, Bullism
Age: 12+
Time: 4h- 6h
Type: Digital Game
Context: in classroom
Cost: 29,99 €
Language: Several languages available
Players: Single player
Developer: Pixelopulus

Game strategies

Leadership/governance
Social inclusion

Competences

Empathy
Openness to cultural otherness and to other beliefs, world views and practices
Valuing human dignity and human rights
Valuing cultural diversity



Description

Concrete Genie takes place in a small port town named Denska, a bad place. Dark, abandoned, even invaded by a black matter that seems to corrupt everything from buildings to people. The player will have to "clean up" every area of Denska with murals, and the geniuses who "live in the walls" are there to help him, destroying obstacles or moving two-dimensional objects in the walls.

HAND17FAMILLES – Seventeen Families (Handicap)

Details

Topic: Disabilities and handicap
Age: 6-12
Time: 30 - 60 minutes
Type: Card game
Context: in classroom
Cost: 28,00 €
Language: French
Players: Single and Multiplayers
Developer: KESKI

Game strategies

Information on diversity
Social inclusion
Interactive
Cooperative

Competences

Civic-mindedness
Empathy
Interpersonal sensitivity
Respect
Valuing human dignity and human rights

Description

Game on disabilities that allows you to approach prejudices or hasty judgments about people with disabilities in the simplest way possible. It transforms the relationship with others and develops a sense of tolerance towards different people. The game's main objective is to teach about disabilities and their consequences on daily life and to develop tolerance towards difference. The disabilities are Allergy, Asthma, Intellectual disability, Autism, Depression, Diabetes, Dyslexia, Dyspraxia, Temporary disability, Hyperactivity, Back pain, Low vision, Motor disability, Deafness, OCD, Head trauma, and Trisomy.

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.

A blind Legend

Details

Topic: Disabilities awareness

Age: 10+

Time: 3-5h

Type: Digital game

Cost: Free

Language: English or French

Players: Single player

Developer: Dowino

Game strategies

Single player

Competences

Problem solving

Interpersonal sensitivity

Respect

Valuing diversity

Flexibility and adaptability



Description

The game is about a blind knight in the age of knights, whose wife has been kidnapped in the marketplace. He wants to go and save her, but he can do it alone. So, he takes his daughter with him, so she can be his eyes. The player only needs to use headphones (good ones, if possible since the game uses a state-of-the-art sound system to recreate a 3D sound environment). It is expected to be played on a smartphone, where actions are made by simple movements around the screen, with no need to see what you are doing.

To the Moon

Details

Topic: Asperger's syndrome, autism, neurodiversity not as a disease

Age: 12+

Time: 4h-10h

Type: Digital game

Context: in classroom

Cost: 7,99 €

Language: Several languages available

Players: Single player

Developer: Freebird Games (Kan Gao)

Game strategies

Information on diversity

Teacher education on diversity

Interactive, culturally relevant methods

Competences

Valuing cultural diversity

Valuing human dignity and human rights



Description

Dr. Watts and Dr. Rosalene are two professionals that offer their customers the opportunity to rewrite their memories on the verge of death, thus ensuring a peaceful passing. The client is Johnny Wyles, whose dream has always been to go to the moon, but he can't remember why. Watts and Rosalene go back in time, understand when this desire was born and modify his memories, so as to make the old man believe he went to the moon. The theme of autism is treated in one of the characters.

Theme 5

Prejudices and stereotypes, Cultural diversity, Intercultural understanding

Games suggested

- If you love me don't die
- Never Alone
- Tell me why
- Can you? The privileges game
- Dixit
- Stronger together
- Stereotypes
- Assassin's Creed: Discovery Tour
- Fake it to make it
- Kosmopolit
- @miclick
- Play2talk
- Post-facto
- Distinct'go

Other games

- Can you? The privileges game
- Totem - The Feel Good Game
- Rory's Story Cube
- The Maze/The Maze children

Example of Learning path: Opening to others - embracing diversity:

Secondary education or higher education

Games: Stereotypes/Dixit/Dinstinct'Go, Stronger Together, Can You? The priviledge game

The topics addressed by this learning path are: discrimination, prejudices, Human rights, LGBTQ+ rights, gender equality, anti-racism, anti-validism.

This learning path is very interesting and crucial to build a safer educational environment. However, if the various topics are not evoked before, and if the participants in the activities are not sensitized to these issues, games and linked interactions may be an occasion to face discriminating or oppressive behaviours. But we have to keep in mind that those behaviours are anyway existing in the reality field, and this precaution necessity should not prevent or discourage you to try to raise awareness about discrimination and stereotypes. The role of the teacher/animator is to reduce the risk to see bad behaviour happen, for instance by setting strict rules of expression and by evoking these topics with pedagogy, caring and expertise.

Complementary activities may be watching the movie "Imitation Game" (Morten Tyldum, 2014) or 120 Beats Per Minute (Robin Campillo, 2017).

If you love me don't die

Details

Topic: War, refugees, conflicts, prejudices

Age: 10+

Type: Digital game

Context: Children

Cost: 3,99 €

Language: Italian, French, German, English, Spanish

Players: Single player

Developer: Plug in Digital

Game strategies

Social inclusion

Competences

Empathy

Respect

Valuing cultural diversity



Description

"If you love me don't die" is an interactive story for smartphones and tablets that allows you to take part in the journey of refugees from Syria who are looking for a way to reach Europe. "If you love me, do not die" is an Arabic phrase that is exchanged as a greeting with loved ones when you part. In the Syrian city in which the protagonists live the situation has become unbearable. Nour, who lost his twin sister under the bombs, leaves. The app asks you to make choices between the phrases or emoticons proposed, thus conditioning Nour's journey and pushing her towards one of the 19 different endings imagined by the developers.

Never Alone

Details

Topic: Puzzle-platformer

Age: 10+

Time: 3h30

Type: Digital game

Context: In classroom

Cost: 4,99 €

Language: Several languages available

Players: Single player

Developer: E-Line Media

Game strategies

Information on diversity

Teacher education on diversity

Interactive, culturally relevant methods

Competences

Valuing cultural diversity,

Openness to cultural otherness and to other beliefs, world views and practices

Knowledge and critical understanding of the world: politics, law, human rights, culture, religions, history, media, economies, environment, sustainability.



Description

"Never Alone is the first game developed in collaboration with the Iñupiat, an Alaska Native people. Nearly 40 Alaska Native elders, storytellers and community members contributed to the development of the game. Play as a Iñupiat girl and an arctic fox as they set out to find the source of the eternal blizzard which threatens the survival of everything they have ever. In this atmospheric puzzle platformer, children will explore awe-inspiring environments, perform heroic deeds, and meet legendary characters from Iñupiaq stories — all narrated by a master storyteller in the spoken Iñupiaq language."

Tell me why

Details

Topic: Openness to cultural otherness
Age: 16+
Time: 9h
Type: Digital game
Cost: 19,99 €
Language: Several languages available
Players: Single player
Developer: DONTNOD Entertainment Xbox Game Studios

Game strategies

Single player

Competences

Respect
Valuing cultural diversity
Openness to cultural otherness, other beliefs, world views and practices



Description

The game follows the story of two twins who go back to their hometown in Alaska after 10 years. They left the town all those years ago after their mother's death, and they have not seen each other since then. But they decide to go back to find out what really happened and put an end to the story. Although there are two main characters, the game is single-player, and the player can control both twins, sometimes choosing which one and sometimes following what the game wants. The player can move around, take objects, check things, and talk to people. And he or she will be asked to take decisions all the time, which will then decide how the game evolves.

Can You? The privileges game

Details

Topic: Awareness to diversity, social inclusion
Age: 12+
Time: 20 minutes
Type: Card game
Cost: not free
Language: English, French, Spanish and German
Players: Multiplayer
Developer: Sexploration

Game strategies

Awareness rising
Role-play

Competences

Intercultural understanding
Empathy
Self reflection



Description

The game offers a great variety of characters with differences in sexuality, gender, class, race, health, body type, etc. Each player takes one of these characters. Players have to answer questions related to a situation with “yes” or “no”. Every “yes” means your character benefits from a privilege, and the “no” means it does not. After answering, all players are invited to argue about why they answered as they did. Every “yes” is a point for the player, and the character can move forward, while every “no” means the character cannot move. At the end of the session, each player compares where their character is standing in comparison to others and can visualise the effects of privileges (and discriminations) on daily life situations.

DIXIT

Details

Topic: Interpretation, intercultural understanding, decision making
Age: 7+
Time: 30 minutes
Type: Card game
Cost: 29,90 €
Language: Several languages available
Players: Multiplayer
Developer: Jean-Louis Roubira, Artist Marie Cardouat - Libellud Edition

Game strategies

Interpretation, communication, Interactive, culturally relevant methods

Competences

Creativity, Innovative thinking
Empathy
Intercultural understanding
Reflection



Description

This is a game about creating ideas from a drawing that the other people must be able to recognise, but without being too obvious. It is about imagination and alternative ways of thinking and seeing things. In each round of the game, each player must choose which card they think is the right one. It can also make people realize how different cultures and backgrounds affect the way people interpret drawings and ideas. It also makes people think differently, because the aim of each round is to get the maximum number of people to guess your card but not everybody, since that would mean it was too easy.

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

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



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.

Rory's Story Cube

Details

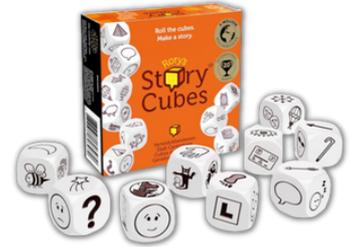
Topic: Story-telling
Age: 6+
Time: not defined
Type: Board game
Context: adapt to peace
Cost: 12,90 €
Language: not defined
Players: Multiplayer
Developer: Zygomatic

Game strategies

Interactive, culturally relevant methods
Multilingual education

Competences

Flexibility and adaptability
Respect
Responsibility



Description

Rory's Story Cubes is a game to discover with family or friends. In turn, each player becomes the Narrator. Throw the dice and create a story starting with "Once upon a time..." using the nine symbols on the faces of the dice. To create your story, you can use three dice for the setup, three for the story development, and three for the conclusion.

Stereotypes

Details

Topic: Stereotypes, Role play
Age: 11+
Time: 1h-3h
Type: Non-digital game
Context: Long-game
Cost: free
Language: not defined
Players: Multiplayer
Developer: CISV International

Game strategies

Information on diversity
Teacher education on diversity
Multilingual education
Interactive, culturally relevant methods

Competences

Valuing cultural diversity
Respect
Empathy
Conflict-resolution skills

Description

The game aims at exploring the cultural stereotypes surrounding different countries and debating them in a safe and constructive environment. Draw the contours of each country on 2 different papers and write the name of the country. Place them one on the floor. Everybody walks around and writes on the papers, what they know (or think) about this country - except their own (1 hour). Then each group of people belonging to the same country writes on the other paper, what they know about their own country (1 hour). In turn, each delegation shows the 2 papers and compares - what was the same and what wasn't. They also tell about the things they wrote themselves. It is possible to let the children explain in their own language and someone can translate.

Assassins Creed: Discovery Tour

Details

Topic: Action/Adventure, Simulation

Age: 12+

Time: 60 minutes and more

Type: Digital game

Context:

Cost: 19,99 €

Language: English, French, Italian, German,

Spanish - Spain, Russian, Japanese

Players: Single Player

Developer: Ubisoft

Game strategies

Educational, Adventure

Competences

Ability to learn/self-assess,

Intercultural awareness

Social interaction/values/cultures



Description

The Discovery Tour is an educational model of the Assassin's Creed® Origins game that allows you to discover and explore a world without conflict or gameplay restrictions. Discovery Tour allows you to freely explore for example the beautiful world of Ptolemaic Egypt. Learn about life, customs and traditions on your own or let historians and Egyptologists guide you through one of 75 historical tours.

The players learn about different cultures and their history. Important discoveries of that time can be explored.

Fake it to make it

Details

Topic:

Age: 12+

Time: <30 minutes

Type: Digital game

Cost: Free

Language: English or

Spanish

Players: Single Player

Developer: Amanda warner

Game strategies

Interactive, culturally relevant methods

Socially responsible ICT

Competences

Analytical and critical thinking

Interpersonal sensitivity

Openness to cultural otherness and to other beliefs

Problem solving

Self-efficacy

Tolerance of ambiguity

Valuing cultural diversity



Description

In this simulation-style social-impact game, players take on the role of someone creating and distributing fake news for a profit. The purpose of the game is for players to leave with a better understanding of how misinformation is created and spread so that they are more sceptical of information that they encounter in the future. This game is freely available online and has been played more than 300,000 times by players in 170 different countries.

Kosmopolit

Details

Topic: Cooperation, multilingual education

Age: 7+

Time: 20 minutes

Type: Board game + App

Cost: 23,99 €

Language: English or French

Players: Multiplayer

Developer: Opla

Game strategies

Cooperative

Valuing diversity

Competences

Co-operation skills

Flexibility and adaptability

Linguistic, communicative and plurilingual skills



Description

Players are characters working in a restaurant that offers food from around the world, so you get customers from around the world who want to eat their favourite dishes. The waitress is the first one to play, the waitress player is the one with headphones and using the app. He or she has to ask each customer what they want and tell the maître d'hôtel. Every layer should cooperate to get the right meal with all ingredients on time for the client.

@miclick

Details

Topic: Skills on the virtual space

Age: 9-12

Type: Digital game

Context: in classroom

Cost: Free

Language: French

Players: Single player

Developer: DSDEN

Available at: <http://tice45.ac-orleans-tours.fr/php5/amiclik/>

Game strategies

Interactive, culturally relevant methods

Socially responsible

Competences

Autonomous learning skills

Civic mindedness

Respect

Self-efficacy

Valuing cultural diversity

Valuing human dignity and human rights



Description

@miclick's primary ambition is to provide children with a fun way of learning skills and know-how in the virtual world in which they evolve. In this perspective, the game uses certain principles inspired by role-playing games and video games with the aim of optimizing the playful aspect of the objectives to be achieved with children. A succession of missions is to be carried out to navigate a social network in complete safety. These do not necessarily take place continuously and most are divided into 3 modules.

Play2talk - Blended Game

Details

Age: 7+
Type: Digital game
Context: in classroom or distance learning
Cost: Free
Language: English
Players: Multiplayer
Developer: Play2Talk
Available for PC

Game strategies

Information on diversity
Social Inclusion

Competences

Knowledge and critical understanding of the world:
politics, law, human rights, culture, cultures, religions,
history, media, economies, environment, sustainability
Openness to cultural otherness and to other beliefs,
world views and practices
Social interaction/values/cultures, Intercultural
awareness
Valuing cultural diversity,



Description

Play2Talk uses the popular game Minecraft to connect Arab and Jewish schoolchildren in Israel. Once a week, children from a pair of Jewish and Arab schools log in from their school's computer room to the Play2Talk Minecraft world. Rather than having one school play against the other, the children are divided into two teams - each mixing participants from the two schools. With every encounter, the children are presented with a set of fun challenges that require increasing levels of communication and collaboration.

Post-Facto

Details

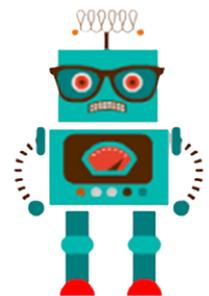
Time: 60 minutes
Type: Digital game
Context: in classroom
Cost: Free
Language: English
Players: Single player
Developer: Tamar Wilner
Available for PC

Game strategies

Interactive, culturally relevant
methods
Socially responsible ICT

Competences

Analytical and critical thinking
Interpersonal sensitivity
Openness to cultural otherness and to other beliefs
Problem solving
Self-efficacy
Tolerance of ambiguity
Valuing cultural diversity



Description

In this game for learning, players attempt to stop a rogue robot from spreading a sketchy article by fact-checking and flagging suspicious items.

DISTINCT'GO

Details

Topic: Relationship to the other

Age: 12+

Time:

Tupe: Board game

Context: in classroom

Cost: 72 €

Language: French

Players: Multiplayer

Developer: Petits citoyens-
Valoremis

Game strategies

Avoiding segregation

Information on diversity

Interactive, culturally relevant methods

Socially responsible

Competences

Analytical and critical thinking skills

Empathy

Intercultural competence

Interpersonal sensitivity

Respect

Valuing cultural diversity

Valuing human dignity and human rights



Description

The game invites each player to question one's relationship to the other, both identical and different, about one's tendencies to lock himself/herself up in a real or supposed group of belonging. This game allows to: make young people aware of all forms of discrimination and mockery; become aware of their perceptions of others and their prejudices in order to be able to think about them critically and, if necessary, correct them; understand that stereotypes can be dangerous and reductive; develop their critical thinking in order to avoid confusion.

Theme 6

Peace and War

Games suggested

- It's a Wonderful World: War or Peace
- Reconstrucción- War is not a game
- Peacemaker
- Valiant Hearts - (The great war)
- Jembatan: Misión ¡Parar la guerra!
- The war of mine
- Time for peace
- El Juego de la Paz
- Bakeraikileak - Constructoras/es de Paz
- The World Peace Game
- Peace War Peace

Other games

- Can you? The privileges game

Learnign path suggested

- 1.Children
- 2.Teenagers

Learning path example: Teenagers (14-18 uears old)

Games: Jembatan, Hellapagos, Constructores de paz

Information: Jembatan is a purely cooperative game, thus serving as a good “antidote” to situations of exclusion: it can be used to complement a conflictual game with dynamics of exclusion, be it a board game or a playground game such as “police and thieves”; for board games, avoid Lupus in tabula, which can dangerously exacerbate exclusion dynamics and foster conflict. Jembatan can be played starting with a simpler version (available in the instructions) and making it gradually more complex. The metaphorical aspects of the game reflect real life, but analogies may need to be explicated better. It shows how cooperating helps to prevent a conflict even though the path to war seems simpler. The aspect of negotiation can be found in the game but should be developed externally by the teacher. After Jembatan, Totem and Friendship cards could be used to explore of emotions and emphasise the positive traits of children.

Competences:

- Values: respect of law comes out in all games as rules must be known, respected and then used; peace
- Skills: Cooperation skills, conflict resolution/prevention; empathy;
- Attitudes: respect
- Knowledge & understanding: critical understanding of the self

It's a Wonderful World: War or Peace

Details

Topic: Strategy, Competitive

Age: 10+

Time: 30 - 60 minutes

Type: Board Game

Context: in classroom

Cost: 30€

Language: English, French, German, Italian, Spanish

Players: Multiplayer

Developer: Benoit Banner, Frédéric Guérard

Game strategies

Information on diversity

Leadership

Competences

Analytical and Critical Thinking

Empathy

Itself Efficacy

Listening and Observing

Respect

Responsability



Description

Expansion for It's a wonderful world game.

At the start of a game, players open an envelope containing the story, the special rules of the scenario and the extra cards for this scenario. Then, at the end of the game, each player receives different rewards depending on whether he won or lost and according to his own choices during the game (depending on the scenario).

Reconstrucción- War is not a game

Details

Type: Digital Game

Context: in classroom

Cost: Free

Language: English/Spanish/German

man

Players: Single player

Developer: Pathos audiovisual

Game strategies

Information on diversity

Interactive, culturally relevant methods

Social inclusion

Competences

Empathy

Tolerance of ambiguity

Reflection

Interpersonal sensitivity

Empowering skills



Description

“Reconstrucción” is a transmedia project offering a different approach to the Colombian conflict. The main part is a video game but it also contains a comic, short documentaries and a blog, allowing the user to have wide knowledge about the different war stories and resistance in Colombia.

Peacemaker

Details

Topic: Political strategies

Time: 2h-3h

Type: Digital Game

Context: in classroom

Cost: Free

Language: English/Arabic/Hebrew

Players: Single player

Developer:

Game strategies

Avoiding segregation

Information on diversity

Interactive, culturally relevant methods

Leadership/governance

Social inclusion

Competences

Analytical and critical thinking skills

Conflict-resolution skills

Cultural diversity

Responsibility

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

Valuing human dignity and human rights



Description

PeaceMaker is inspired by real events in the Israeli-Palestinian conflict. Be a leader and bring peace to the region before your term in office ends. PeaceMaker is two games in one: play both the role of the Israeli Prime Minister or the Palestinian President. Play the news: how would you react to the events in the Middle East presented using real news footage and images? Depending on what you bring to the table, we have three difficulty levels to choose from including calm, tense and violent.

Valiant Hearts - (The great war)

Details

Age: 12+

Time: 6h30

Type: Digital Game

Context: in classroom

Cost: 14,99 €

Language: Italian, English, French, German, Spanish

Players: Single player

Developer: Ubisoft Montpellier

Available for PC, Xbox 360, Xbox One, PS3, PS4,

Switch, Android, iOS

Game strategies

Being deliberately transformative in their purpose: the duty as parents/uncles/older brothers is to remind the new generations not to fall into the temptation to think that a war can be clean or decisive

Competences

Respect

Responsibilities

Empathy

Conflict resolution skills



Description

The player does not use rifles to shoot enemies; the main weapon is a pinch of ingenuity: objects must in fact be used to open paths and get around opponents or, if bombs are thrown, they will be used not to kill but to open gaps in the walls. The game tells the First World War taking its cue from true stories, stories of ordinary men torn out of the blue from their everyday life and forced to go to fight at the front. In fact, as can be seen from some letters present in the game and really written by the soldiers of the Franco-Germanic front. These men were much more worried about the conditions of their loved ones, crops and pastures, without even knowing the political and power conditions that had triggered the conflict.

Jembatan: Misión ¡Parar la guerra!

Details

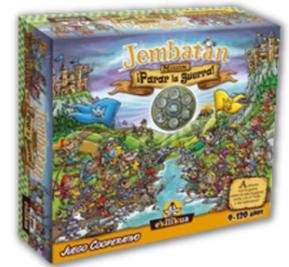
Topic: Strategy and decision-making
Age: 9+
Time: 15-60 minutes
Type: Board Game
Context: in classroom
Cost: 26€
Language: Spanish
Players: Multiplayers (2 teams)
Developer: Ekilikua

Game strategies

Information on diversity
Interactive, culturally relevant methods
Social inclusion

Competences

Empathy
Innovative thinking
Interpersonal sensitivity
Joint decision-making
Strategy



Description

In the midst of a climate of confrontation, we will have to venture on a risky peace mission to find the lost pieces of the "Shield of Jembatan", symbol of encounter and harmony between peoples. A conflict. Two opposing sides. Three premises to win the game: Audacity. Team play: strategy and joint decision-making. Reconstruction of the demolished bridges until we find ourselves.

The war of mine

Details

Age: 8+
Time: 60 minutes
Type: Digital Game
Context: in classroom
Cost: 15€
Language: Several languages available
Players: Single player
Developer:

Game strategies

Information on diversity
Leadership/governance
Social inclusion

Competences

Empathy
Interpersonal sensitivity
Reflection
Self-efficacy
Valuing human dignity and human rights



Description

This War of Mine is a war survival video game. The game differs from most war-themed video games by focusing on the civilian experience of war rather than front line combat. Characters have to make many difficult decisions in order to survive everyday dangers. There are various endings for each character, depending on the decisions made in the game.

Time for peace

Details

Topic: Cooperation
Age: 10+
Time: 25 minutes
Type: Board Game
Context: in classroom
Cost: Free
Language: Turkish
Players: Multiplayer
Developer: Toplum Gönüllüleri Vki

Game strategies

Anti-violence
Cooperation
Decision Making
Interactive, culturally relevant methods
Social inclusion

Competences

Civic Mindedness
Empathy
Listening and Observing
Respect
Self Efficacy

Description

This board game is an educational tool for talking with children of 10 years of age and up, on challenging topics such as conflict, war, violence, discrimination, peace, solidarity, equality and freedom. The need addressed is related to the attitudes of children and young people to war and conflict. The board game was developed as an educational tool to talk, about certain challenging conceptual topics such as conflict, war, violence, discrimination, peace, solidarity, equality and freedom.

El Juego de la Paz

Details

Topic: Collaborative
Age: 6+
Time: 25 minutes
Type: Card Game
Context: in classroom
Cost: 21 €
Language: Spanish
Players: Multiplayer
Developer: Facundo Cousillas/Victoria Villalba

Game strategies

Anti-violence
Cooperation
Decision Making
Interactive, culturally relevant methods
Social inclusion

Competences

Civic Mindedness
Empathy
Listening and Observing
Respect
Self-Efficacy



Description

The Peace Game is a kit to live experiences as a family. With this set, families will be able to carry out 14 fun collaborative activities that promote creativity, teamwork and a culture of peace. Recipients: ideal for family play, with children between 6 and 12 years old.

Bakeraikileak - Constructoras/es de Paz

Details

Topic: Collaborative

Age: 6+

Time: 20 minutes

Type: Board Game

Context: in classroom

Cost: 25 €

Language: English, Spanish, French, Euskera

Players: Multiplayer

Developer: museodelapaz.org

Game strategies

Cultural diversity

Human rights and human dignity

Information on diversity

Intercultural awareness

Competences

Analytical and Critical Thinking

Empathy

Reflection

Respect

Responsibility



Description

The game consists of discovering, through strategies, 32 people who are referents of peace and individual, civil, human and environmental rights. Throughout the game, the participants will reveal information about each person until they discover who they are. Each participant will have to fight against time in addition to adding points.

The World Peace Game

Details

Topic: Collaborative

Age: 9-12 years old

Time: 5 days experience

Type: Board Game

Cost: Free

Language: English

Players: Multiplayer

Developer: John Hunter, World Peace Foundation

Game strategies

Decision Making

Deliberate creation

Information on diversity

Leadership

Team-based solutions

Competences

Analytical and Critical Thinking

Empathy

Long-term thinking

Respect

Responsibility

Self-Reflective



Description

The World Peace Game is a hands-on political simulation that gives players the opportunity to explore the connectedness of the global community through the lens of the economic, social, and environmental crises and the imminent threat of war. The goal of the game is to extricate each country from dangerous circumstances and achieve global prosperity with the least amount of military intervention.

Peace War Peace

Details

Topic: Reflection on peace and war

Age: 11+

Time: 1h

Type: Simulation Game

Context: Long-game

Cost: Free

Language: Any language

Players: Multiplayer

Developer: CISV International

Game strategies

Creativity

Empathy

Problem solving

Competences

Creativity

Empathy

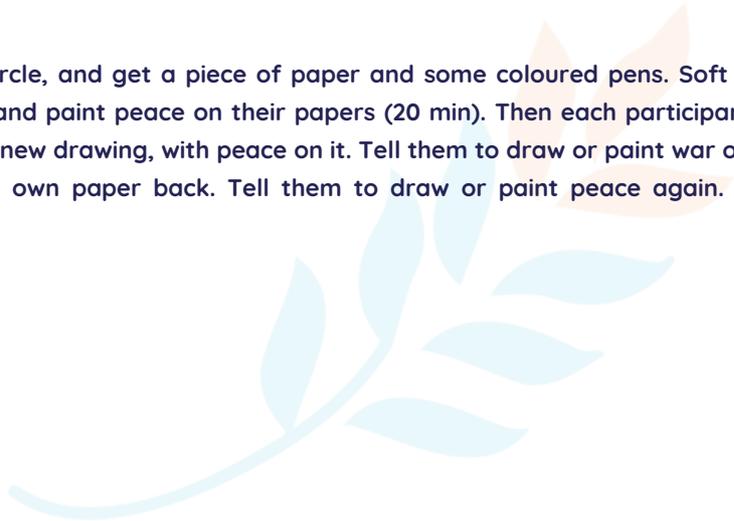
Problem solving

Respect

Skills of listening and observing

Description

Everybody sits in a circle, and get a piece of paper and some coloured pens. Soft music in the background. Tell the participants to draw and paint peace on their papers (20 min). Then each participant sends the paper to the left and everybody receives a new drawing, with peace on it. Tell them to draw or paint war on this new paper. (15 min) Now the participants get their own paper back. Tell them to draw or paint peace again. After the activity, a discussion is needed.



Theme 7

Feelings and Emotions

Games suggested

- The Colour Monster
- Feelinks
- Language of Feelinks
- Totem - The Feel Good Game

Other games

- Dixit
- Friendship cards - Resolving conflicts
- Can You? The Priviledge games

Learning path suggested

1. Like to get you know you well (8-14 years old)
2. You're playing with My feelings. Aren't you? (16 - 19 years old)

Learning path example: Like to get you know you well (8-14 years old)

Games: Totem, Feelinks, Can You? The privileges game

Information: The games are listed according to the recommended age of the players. Younger players may start with less complex games such as Totem to the self-awareness and the mutual knowledge and then play Feelings which may lead to some surprisingly good conversations about complex issues (from genetic manipulation to their relationship with their father). Our advice is to play Can You? The privileges game under adult supervision as it deals with issues such as sexuality, sexual diseases, gender issues and stereotypes, contraception. For the same reason, this game may be targeted at older teenagers or young adults.

The learning path aims are:

- to identify examples of emotions, feelings, and moods to develop self-awareness
- to support sex education
- to prevent prejudices, gender stereotypes and bullying

Competences:

- Values: valuing democracy
- Attitudes: self-efficacy; openness to cultural otherness and to other beliefs, world views and practices
- Skills: Decision making, analytical and critical thinking skills;
- Knowledge and critical understanding: knowledge and critical understanding of the self; reflection on one's own actions/one's own decision

Totem - The feel good game

Details

Topic: Self-reflection
Age: 7+
Time: 15-30 minutes
Type: Card game
Cost: 23 €
Language: English and French
Players: Multiplayer
Developer: Game Flow

Game strategies

Information on diversity
Teacher education on diversity

Competences

Empathy, reflection
Intercultural understanding
Knowledge and critical understanding of the self



Description

The person who starts, the dealer, gives 7 animal cards (strengths) to each player, except for himself. From these cards, each player must choose the one that he or she thinks suits the dealer best, and then give it upside down to him or her. The dealer shuffles the cards and then looks at them. The dealer orders them according to what he or she considers than matches him or her better and then places the card in this order upside down on the table. The dealer shows the last card first, and the person who chose it explains why he or she chose that strength and also gives examples where he or she has seen the dealer showing this strength.

The colour monster

Details

Topic: Cooperation, applying concepts, Self-reflection and regulation
Age: 3+
Time: 20-25 minutes
Type: Board Game
Context: in classroom
Cost: 12,90 €
Language: Several languages
Players: Multiplayer
Developer: Josep M. Allué & Dani Gómez

Game strategies

Cooperation

Competences

Communication
Interpersonal sensitivity
Self-regulation



Description

The game is about a monster who wakes up feeling confused about his feelings, but he has a friend, a little girl, who will help him figure it all out. The goal of the game is to figure out the monster's feelings so he can go to sleep feeling clear about his emotions.

Feelinks - the game of emotions

Details

Topic: Storytelling, Team-Based Game, Feelings, emotions
Age: 8+
Time: 20-40 minutes
Type: Non-digital
Cost: 35,00 €
Language: English, Italian, German, Dutch
Context: Children
Players: Multi-player
Producers/Creators: Raven Distribution

Game strategies

Information on diversity
Interactive, culturally relevant methods
Social inclusion

Competences

Creativity
Empathy
Innovative thinking
Interpersonal sensitivity
Reflection



Description

In the game, our preconceptions are challenged. Feelinks contains 50 cards offering 150 situations from everyday life. For example: "You wake up in the body of a person of a different ethnicity" or "The Minister of Justice is caught smoking cannabis". The players are obligated to express their feelings in a given situation and to guess the feeling of another player in the same situation. This empathy for each player is conducive to the debate and to the challenging of our preconceptions.

The Language of Feelings

Details

Topic: feelings and emotions
Age: 2-6 years
Time:
Type: Book game
Cost: 16,90 €
Language: Italian
Context: For young children
Players: Single player
Publisher: Gribaudo

Game strategies

Social inclusion

Competences

Creativity
Empathy
Interpersonal sensitivity
Reflection



Description

Talking about emotions is not easy, especially with the little ones. The language of emotions approaches the subject through narration. Thanks to the illustrations and a clear and simple text, getting to know your own inner world and that of others will be a wonderful adventure. Each kit contains a guidebook dedicated to adults. This provides parents and educators with a greater awareness of the child's learning abilities and the tools to help him express his potential.



Peace
GAMES Catalogue

Suggested learning paths

Suggested learning paths - Children's rights

Theme 1: Children's rights, democracy, citizenship

1. Upper primary education cycle (8/10 years old)
2. Secondary education cycle (11/16 years old)

1) Upper primary education cycle (8/10 years old)

Games: Be a citizen, what does that mean?, On the way to children's rights

Information: This learning path is composed of the following 7 sequential phases:

- Phase 1: Introduction of the topic of 'children's rights' by the teacher, further explained through examples.
- Phase 2: Students are set into groups and are invited to think/explore their rights
- Phase 3: Teacher monitors the progress of activity and encourages solidarity when and where needed
- Phase 4: Students complete the tasks of the game: quiz/mime/drawings
- Phase 5: Introduction of the topic: 'Being a good citizen - what does it entail?'
- Phase 6: Work out activities of 'Be a citizen, what does that mean?' individually or in groups depending on the boxes chosen
- Phase 7: Promote a general discussion promoting specific thinking skills

Competences:

- Values: Valuing democracy, Justice fairness, equality and rule-of-law; valuing dignity and human rights
- Skills: Analytical and critical thinking, Autonomous (self) learning skills
- Attitudes: Responsibility, Civic mindedness, Responsibility, Respect
- Knowledge and critical understanding: knowledge and critical understanding of the world: politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability

Suggested learning paths - Decision-making

Theme 2: Decision-making

1. Teenagers (14-18 years old)
2. Teenagers (14-18 years old) - Variant

1) Teenagers (14-18 years old)

Games: Two truths and a lie (Ice Breaker), First Strike online, Ticket to Ride online

Information: Games can be played in parallel and compare the decision-making process of both games (First Strike Online; Ticket to Ride online). The games can be played on computer or tablet classes. Both digital games are multiplayer games. Variation: 2 students or a group of students can play a single-player game, for this, they have to decide together on the next move or next action. If all three games are played, 2-3 lessons should be planned. "Two truths and a lie" can be used as a warm-up exercise/ice breaker for decision making and critical thinking before moving on to the First strike. First Strike and Ticket to Ride can be played parallel. For example, the class can be divided into 2 groups (boys and girls ...). The learning output of this path is that not everything that looks like truth/lie is actually true or false.

Competences:

- Values: valuing democracy
- Attitudes: self-efficacy; openness to cultural otherness and to other beliefs, world views and practices
- Skills: Decision making, analytical and critical thinking skills;
- Knowledge and critical understanding: knowledge and critical understanding of the self; reflection on one's own actions/one's own decision

2) Teenagers (14-18 yo) - Variant

Games: Two truths and a lie (Ice Breaker), Scribble C

Information: "Two truths and a lie" and/or Scribble C as warm-up exercises/ice breakers for decision making and critical thinking before moving on to The Sims. Suggestions to play The Sims: Start with an introduction about the competences from the butterfly that are necessary to acquire. Give the students a set of challenges that they should work on in class or after class and document them with screenshots and notes. Reflect on them later in class and discuss how those competences play a role and can be acquired during the game-play.

- What is different to real life?
- What is better?
- What is worse?
- How do certain decisions make it better/worse?

Competences:

- Values: valuing democracy, justice, fairness, equality and the rule of law
- Attitudes: tolerance of ambiguity; self-efficacy
- Skills: Decision making, analytical and critical thinking skills;
- Knowledge and critical understanding: knowledge and critical understanding of the self; reflection on one's own actions/one's own decision

Suggested learning paths - Cooperation

Theme 3: Cooperation

1. Cooperate with non-verbal communication skills - primary and secondary school
2. Cooperation and negotiation - Secondary school
3. Strategy and communication - Secondary school

1) Cooperate with non-verbal communication skills - primary and secondary school

Games: Rock Paper Scissors – Hameba Version, The Mind, The Maze/5 MINUTES DUNGEON

Information: The path is aimed at stimulating the reflection on the different levels of communication and on the idea that it is possible to communicate even if we don't speak the same language. Tolerance and cooperation are key words in this learning path. The particularity of this path is that players should not speak.

Competences:

- Values: Valuing democracy, justice, fairness, equality and rule of law
- Attitudes: Tolerance of ambiguity
- Skills: Listening, empathy, cooperation, observing, analytical critical thinking, non-verbal communication
- Knowledge and critical understanding: knowledge and critical understanding of the self; reflection on one's own actions/one's own decision

2) Cooperation and negotiation - Secondary school

Games: Hanabi, Rory's story Cube, Jembatan: Misión iParar la guerra!

Information: In order to have enough time to play Jembatan in class, we recommend to collaborate with another teacher and merge time slot to have two consecutive hours available.

Competences:

- Values: Valuing democracy, justice etc
- Attitudes: Tolerance of ambiguity; responsibility;
- Skills: Listening and observing, empathy, cooperation, analytical critical thinking, non-verbal communication, Linguistic skills
- Knowledge and critical understanding: knowledge and critical understanding of language and communication

3) Strategy and communication - Secondary school

Games: Jembatan, Rory's Story Cube, Hanabi

Information: Throughout this path, players are encouraged to develop their strategic and communication skills both through verbal and non verbal skills.

Competences:

- Values: Valuing democracy, justice etc
- Attitudes: Tolerance of ambiguity; responsibility; respect
- Skills: Listening and observing, empathy, cooperation, analytical critical thinking, non-verbal communication, Linguistic skills
- Knowledge and critical understanding: knowledge and critical understanding of language and communication

Suggested learning paths - Prevention bullying

Theme 4: Prevention bullying

1. Primary school (6+ years old)
2. Secondary school (12+ years old)

1) Learning path for primary school (8-10 yo)

Games: The language of emotions, Everybody is different;

Information: The learning path suggested is composed of 5 phases:

1. Introduction: LOU (cortometraggio Pixar)
2. Discussion: The learners are introduced to the topic of bullying and what they think/experience about it.
3. Icebreaking: The language of emotions
4. Tools and activities: Everybody is different
5. Final reflection: The activities are focused on reflection with teachers/educators and extrapolation of those aspects on which all learners spend time for improving empathy and respect.

Competences:

- Values: valuing cultural diversity
- Attitudes: openness to cultural otherness and to other beliefs world views and practices, respect, civic-mindedness,
- Skills: Empathy, conflict resolution skills
- Knowledge and critical understanding: knowledge and critical understanding of the world (politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability)

2) Secondary schools (12+)

Games: Everybody is different, Abbiamo alternative? / La mia vita non è uno spettacolo

Information: The learning path suggested is composed of 5 phases:

1. Introduction: Wonder (Stephen Chbosky, 2017)/L
2. Explanation/Discussion: The first sequence needs to introduce learners to the topic of bullying and what they think/experience about it.
3. Icebreaking: Everybody is different
4. Tools and activities: Abbiamo alternative? / La mia vita non è uno spettacolo
5. Final reflection: The activities are focused on reflection with teachers/educators and extrapolation of those aspects on which all learners spend time for improving empathy and respect.

Competences:

- Values: valuing cultural diversity
- Attitudes: openness to cultural otherness and to other beliefs world views and practices, respect, civic-mindedness,
- Skills: Empathy, conflict resolution skills
- Knowledge and critical understanding: knowledge and critical understanding of the world (politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability)

Suggested learning paths - Dealing with Disabilities

Theme 4: Disabilities

1. Primary school (8+ years old)
2. Secondary school (11+ years old)

1) Primary school (8+ years old)

Games: Human knots, Identity and diversity, Handicap Day

Information: the learning path is composed of the following phases:

1. Introduction: Nemo/Loop (cortometraggio 9 min)
2. Icebreaking: Human knots
3. Explanation/Discussion: The first sequence needs to introduce learners to the topic of disabilities and what they think/experience about it.
4. Tools and activities: Identity and diversity (Amnesty International) + Handicap Day
5. Final reflection: The activities are focused on reflection with teachers/educators and extrapolation of those aspects on which all learners spend time for improving empathy and respect

Competences:

- Values: Valuing cultural diversity
- Attitudes: Respect, responsibilities,
- Skills: Empathy, skills of listening and observing, cooperation skills
- Knowledge and critical understanding: knowledge and critical understanding of the self

2) Secondary school (11+ years old)

Games: Identity and diversity, The removing barriers, The Blind Legend (digital), Handicap Day

Information: the learning path is composed of the following phases:

1. Introduction: Untouchables/ Loop (cortometraggio)
2. Explanation/Discussion: The first sequence needs to introduce learners to the topic of disabilities and what they think/experience about it.
3. Icebreaking: Identity and diversity (Amnesty International)
4. Tools and activities: The removing barriers + The Blind Legend (digital) + Handicap Day
5. Final reflection: The activities are focused on reflection with teachers/educators and extrapolation of those aspects on which all learners spend time for improving empathy and respect

Competences:

- Values: Valuing cultural diversity
- Attitudes: Respect, responsibilities
- Skills: Empathy, skills of listening and observing, cooperation skills
- Knowledge and critical understanding: knowledge and critical understanding of the self

Suggested learning paths - Prejudices and stereotypes, Cultural diversity, Intercultural understanding

Theme 5: Prejudices and stereotypes, Cultural diversity, Intercultural understanding

1. Opening to others - embracing diversity - Secondary education or higher education
2. Celebrate diversity - Secondary education or higher education

1) Opening to others - embracing diversity - Secondary education or higher education

Games: Stereotypes/Dixit/Dinstinct'Go, Stronger Together, Can You? The privilege game

Information: The topics addressed by this learning path are: discrimination, prejudices, Human rights, LGBTQ+ rights, gender equality, anti-racism. This learning path is very interesting and crucial to build a safer educational environment. However, if the various topics are not evoked before, and if the participants to the activities are not sensitized to these issues, games and linked interactions may be an occasion to face discriminating or oppressive behaviours. But we have to keep in mind that those behaviours are anyway existing in the reality field, and this precaution necessity should not prevent or discourage you to try to raise awareness about discrimination and stereotypes. The role of the teacher/animator is to reduce the risk to see bad behaviour happen, for instance by setting strict rules of expression and by evoking these topics with pedagogy, caring and expertise. Complementary activities may be watching the movie "Imitation Game" (Morten Tyldum, 2014) or 120 Beats Per Minute (Robin Campillo, 2017).

Competences:

- Values: valuing human dignity and human rights, valuing cultural diversity
- Attitudes: openness to cultural otherness, respect
- Skills: empathy, flexibility and adaptability, cooperation
- Knowledge and critical understanding: knowledge and critical understanding of the self

2) Celebrate diversity - Secondary education or higher education

Games: Assassin - Discovery Tour, Kosmopolit, Never Have I Ever (with a pedagogical assistant in the computer room), Dixit

Information: How to organise an online-game session: split the class in two, one with you in the classroom playing board game, and the other group with a pedagogical assistant having clear guidelines in the computer room. Let's play for half an hour or 45 minutes and then exchange rooms. You may also require the help of the informatics department of your organisation. Advice on playing Kosmopolit: We advise that the waitress role is embodied by the most experimented player, the teacher or animator. This role needs indeed to know the game, and interact with the app. You can merge the role of the waitress and the role of the Coordinator (Maitre d'Hotel). You can also play the game without headphone so every player can here the dish name out loud.

Competences:

- Values: valuing human dignity and human rights, valuing cultural diversity
- Attitudes: openness to cultural otherness, respect
- Skills: empathy, flexibility and adaptability, cooperation
- Knowledge and critical understanding: knowledge and critical understanding of the self

3) Transversal path: Media literacy and digital citizenship (full online) - secondary to upper education

Games: Misclick, Post-Facto, Fake it to make it

Information: The topics addressed by this learning path are: media literacy, digital citizenship, online behaviour, fake news, critical thinking.

Suggested learning paths - Peace and War

Theme 6: Peace and War

- 1.Children
- 2.Teenagers

1) Children

Games: Jembatan, Hellapagos, Constructores de paz

Information: Jembatan is a purely cooperative game, thus serving as a good “antidote” to situations of exclusion: it can be used to complement a conflictual game with dynamics of exclusion, be it a board game or a playground game such as “police and thieves”; for board games, avoid Lupus in tabula, which can dangerously exacerbate exclusion dynamics and foster conflict.

Jembatan can be played starting with a simpler version (available in the instructions) and making it gradually more complex. The metaphorical aspects of the game reflect real life, but analogies may need to be explicated better. It shows how cooperating helps to prevent a conflict even though the path to war seems simpler. The aspect of negotiation can be found in the game but should be developed externally by the teacher. After Jembatan, Totem and Friendship cards could be used to explore emotions and emphasise positive traits of children.

Competences:

- Values: Respect of law comes out in all games as rules must be known, respected and then used; peace
- Skills: Cooperation skills, conflict resolution/prevention; empathy;
- Attitudes: Respect
- Knowledge & understanding: critical understanding of the self

2) Celebrate diversity - Secondary education or higher education

Games: Jembatan – Hellapagos – Totem – Friendship cards

Information: Jembatan can be used as a warm-up before moving on to Hellapagos. Hellapagos is more suitable for teenagers than young children and themes, e.g. the phase in which a player is chosen to die for the survival of the rest of the group. It is a strategic game which initially requires teamwork and coordination, but which later leaves room for individualistic strategies. Players need to negotiate and convince others when choosing who to eliminate. Totem can then be used to balance the conflictual aspects of Hellapagos by emphasising positive individual traits. Friendship cards can also be connected to Hellapagos since it involves reaching an agreement through emotions. Constructores de Paz can be included in this path: it is an encyclopedic, informative game which requires basic knowledge of certain historical figures and events: this makes it more suitable for teenagers, maybe starting from 14 years old. It is useful for Civic Education, and is more informative than recreational. Constructores is available in English, French, Spanish, Basque.

Competences:

- Values: human rights and dignity, democracy, justice, fairness
- Skills: Cooperation and Conflict resolution, empathy, listening and observing
- Attitudes: Openness to otherness and other world views, civic mindedness (collective interest), responsibility
- Knowledge: Critical understanding of self, Knowledge & critical understanding of the world

Suggested learning paths - Feelings and Emotions

Theme 7: Feelings and Emotions

1. Like to get you know you well - 8-14 Years old
2. You're playing with My feelings. Aren't you? - 16 - 19 Years old

1) Like to get you know you well - 8-14 Years old

Games: The colour monster, Totem, Feelinks

Information: All the games may be used at various levels: as ice-breaking activities or to a deeper level to increase self-awareness and mutual knowledge and acceptance. Our advice is to start with less complex games such as the color monster or Totem then play Feelinks which may lead to some surprisingly good conversations about complex issues (from genetic manipulation to their relationship with their father).

Elder students can play these games using foreign languages. The learning path aims are:

- to identify examples of emotions, feelings, and moods
- to develop self-awareness

Competences:

- Values: respect of law as it comes out in all games as rules must be known, respected and then used human dignity
- Skills: respect, cooperation, listening, observing, empathy, linguistic, communicative and pluri- linguistic skills, conflict resolution
- Attitudes: openness to otherness, respect, tolerance of ambiguity
- Knowledge & understanding: knowledge and critical understanding of the self

2) You're playing with My feelings. Aren't you? - 16 - 19 Years old

Games: Totem, Feelinks, Can You? The privileges game

Information: The games are listed according to the number of players. Younger players may start with less complex games such as Totem to the self-awareness and then play Feelinks which may lead to some surprisingly good conversations about complex issues (from genetic manipulation to their relationship with their father). Our advice is to play Can You? The privileges game under adult supervision as it deals with issues such as sexuality, sexual diseases, gender issues and stereotypes, and contraception. For the same reason, this game may be targeted on older teenagers or young adults.

The learning path aims are:

- to identify examples of emotions, feelings, and moods to develop self-awareness
- to support sex education
- to prevent prejudices, gender stereotypes and bullying

Competences:

- Values: respect of law as it comes out in all games as rules must be known, respected and then used, human dignity and human rights
- Skills: respect, cooperation, listening, observing, empathy, linguistic, communicative and pluri-linguistic skills, conflict resolution
- Attitudes: openness to otherness, respect, responsibility, tolerance of ambiguity
- Knowledge & understanding: knowledge and critical understanding of the self, knowledge and critical understanding of the world

Contact details

The Peace Games partnership

The Peace Games partnership is composed by:

- Forum of European Regions for Research, Education and Training (FREREF - France)
- International Institute of Humanitarian Law (IIHL - Italy)
- Liceo Statale "G.D.Cassini" (Italy)
- Ministry for Education and Employment – Malta (MFED)
- Asociación cultural Da2 Trucados (DA2 - Spain)
- Università Degli Studi di Modena e Reggio Emilia (UNIMORE - Italy)
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