

The logo features a stylized olive branch with blue and orange leaves above the text. 'Peace' is in blue, 'GAMES' is in orange, and 'Catalogue' is in blue. A large orange 'G' icon precedes the word 'Catalogue'.

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.

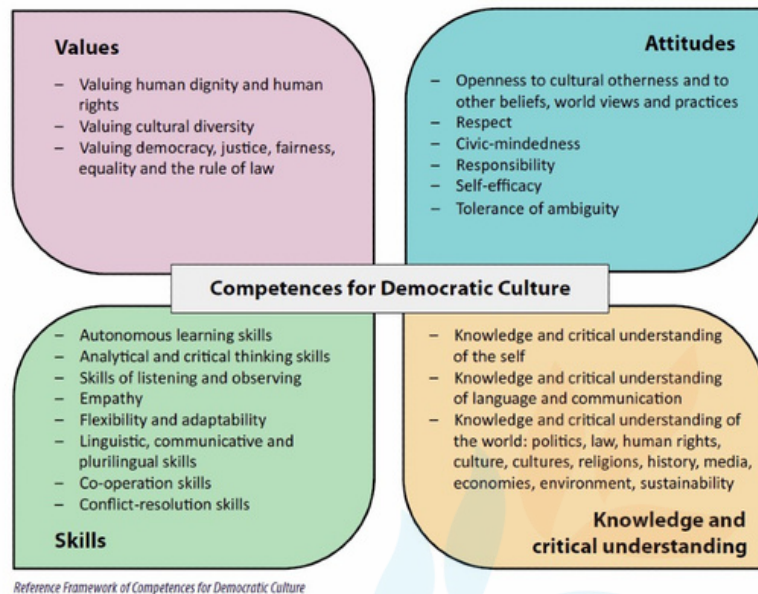
The catalogue classifies the 55 games by the topics addressed. The seven themes considered are:

- 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 understanding) that need 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
<b>Human dignity and human rights</b>	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
<b>Cultural diversity</b>	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
<b>Democracy, justice, fairness, equality and the rule of law</b>	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 divided 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 think/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

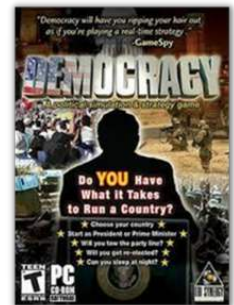
Topic: political institutions, government  
Age: 11+  
Time: 6h  
Type: Digital game  
Cost: 22,99 €  
Language: Several languages available  
Context: Long-game  
Players: Single player  
Producers/Creators: Positech Games  
Platforms: Linux, Windows, Macintosh

### 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

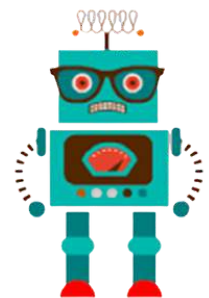
Time: 60 minutes  
Type: Digital game  
Context: in classroom  
Cost: Free  
Language: English  
Players: Single player  
Developer: Tamar Wilner  
Available for PC

### 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

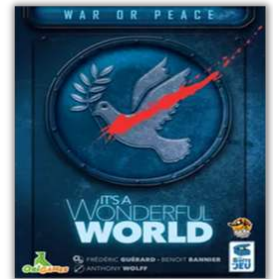
Topic: Strategy, Competitive  
Age: 10+  
Time: 30 - 60 minutes  
Type: Board Game  
Context: in classroom  
Cost: 30€  
Language: English, French, German, Italian, Spanish  
Players: Multiplayer  
Developer: Benoit Banner, Frédéric Guérard

### Game strategies

Information on diversity  
Leadership

### Competences

Analytical and Critical Thinking  
Empathy  
Itself Efficacy  
Listening and Observing  
Respect  
Responsibility



### 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  
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 Gonulluleri Vkfi

### 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

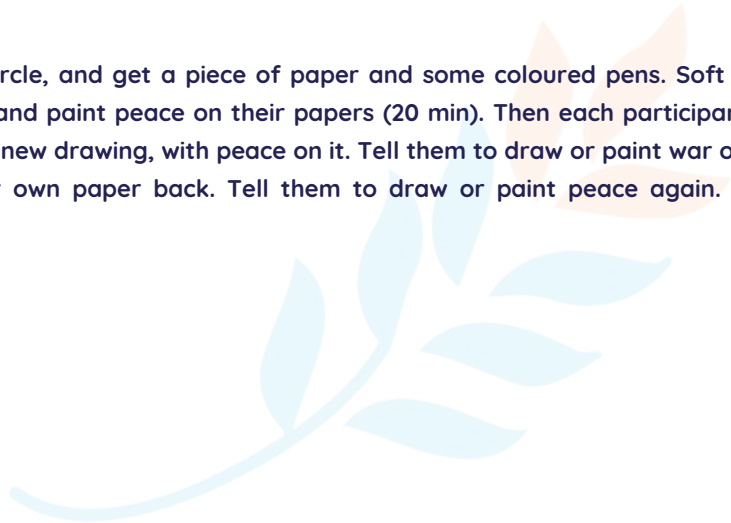
Problem solving

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 Corner, SIMS Free Play

Information: "Two truths and a lie" and/or Scribble Corner can be used 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 ¡Parar 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; 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

#### 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)/LOU (Pixar Short Film, 2017)
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 9 min)
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 alone (at home or in the computer room), Dixit

Information: How to organise an online-game session at school? You can 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 waiter-ress 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 exercise for cooperation, before moving on to Hellapagos. Hellapagos is more suitable for teenagers than younger children due to its content 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 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 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)
- FH Joanneum Gesellschaft MBH (FHJ - Austria)
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