

**BONUS CHAPTER:
EARLY CHILDHOOD**

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With the support of:

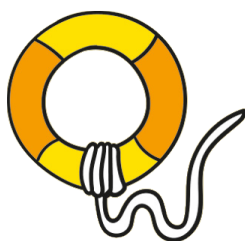


INTRODUCTION TO THE PROJECT

Welcome!

Welcome to our collection of activities and games on children's rights! This manual is part of the All Children, All Right(s) toolkit and is designed to assist youth workers, educators, teachers and anyone else working with children and youngsters in promoting and safeguarding children's rights. The manual includes a variety of activities and games that can be used to engage children and youth in learning about their rights, developing their skills and knowledge, and taking action to promote their rights and those of others.

The activities and games are organised according to the different dimensions of children's rights: provision, protection and participation (as defined in the [UN Convention on the Rights of the Child](#)). Each section focuses on a specific dimension and includes an introduction to the topic, activities for young people and activities involving or related to duty-bearers. We have created 11 educational posters related to the different dimensions. The activities and games linked to these posters are listed first in each chapter. Additional energizers are also available for each dimension.



SURVIVAL



DEVELOPMENT



PROTECTION



PARTICIPATION

Perhaps you noticed our five main characters on the front page? Julia, Anna, Priya, Fredrick, and Ibrahim will guide you through the children's rights and learning materials we have created. Want to get to know them better? Then feel free to listen to the audio stories which can be found through the QR-codes on our educational posters!



We hope that this manual will be a valuable resource for anyone working with children and young people, and that it will contribute to a better understanding and promotion of children's rights.

Let's play and learn together!

Tips for the facilitator

Working with children and young people can be both rewarding and challenging, especially when it comes to children's rights. As a youth worker, you play a crucial role in helping young people learn about and exercise their rights. To support you in this important work, we have compiled a list of 10 general tips to help you engage and empower the young people you work with. We hope these tips provide you with practical guidance and inspiration and help you make a meaningful impact in the lives of the children and young people you work with.

1. Become familiar with the different dimensions of children's rights and related activities. This will help you choose activities that are most relevant and suitable for your target audience.
2. Choose age- and developmentally appropriate activities for your target audience.
3. Use the manual as a starting point, but don't be afraid to modify or adapt the activities to better suit your specific context or needs.
4. Introduce the activities in an attractive and fun way so that children and young people get involved in the topic of children's rights.
5. Encourage participation and teamwork between children and young people, ensuring that everyone can contribute and learn. This can help build trust and a sense of belonging within the group.
6. Create a safe and inclusive environment where everyone feels valued and respected to share their thoughts and ideas. Set clear expectations for behaviour and communication, and make sure everyone understands and agrees to these rules. This can help create a sense of safety and respect within the group.
7. Be prepared to offer emotional support to children and young people who may be experiencing difficult emotions related to the topic of children's rights. Make sure they know that it is okay to feel upset and that you are there to listen to them and support them.
8. Use activities to facilitate discussion and reflection on the topic of child rights and encourage children and young people to think critically and empathetically about these issues.
9. Evaluate the impact of the activities and solicit feedback to improve future sessions. This can help create a more responsive and effective learning environment.
10. Have fun and enjoy the learning process with the children and young people!

More information about the project

CONTEXT

Despite the fundamental right to healthcare, housing, education, etc., not all children have equal access to children's rights. Armed conflicts, natural disasters, poverty, pandemics, ... worsen pre-existing inequalities, making it even more difficult for youth in vulnerable communities to exercise their rights. To address this issue, we've developed the 'All Children, All Right(s)!' toolkit. Our aim is to empower youth workers and to provide them with guidelines and methods to promote children's rights. Many youth workers are familiar with the United Nations Convention on the Rights of the Child (UNCRC) but may not know how to apply it practically and those who do may lack the theoretical framework. This toolkit aims to fill this gap and help youth workers overcome the obstacles preventing children from reaching their full potential.

OBJECTIVES

- Provide youth workers with pragmatic and innovative tools to work with children and young people in non-formal education on children's rights.
- Provide youth workers with pragmatic and innovative tools to work directly and indirectly with/around the topic of duty-bearers.
- Provide youth workers with accessible training on crucial topics that requires a limited time investment.
- Provide organisations with tools to train new staff and volunteers within their organisation on children's rights.

THE TOOLKIT 'ALL CHILDREN, ALL RIGHT(S)!'

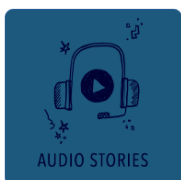
The toolkit 'All Children, All Right(s)!' consists of ...



11 new educational posters. These posters can be found in this game manual, on StreetSmart Play and on the website of our toolkit <http://www.street-smart.be/all-children-all-rights> where they can be downloaded for free.



A game manual with all activities related to children's rights. All activities and games are available for free on StreetSmart Play. It is also possible to download individual chapters of the manual if you want to work on a specific dimension via <http://www.street-smart.be/all-children-all-rights>.



10 audio stories related to the educational posters. The audio stories are available in six languages (EN, DU, FR, ES, GR, DE) and can be listened to for free on various platforms, like [Spotify](#). A QR code on the poster leads immediately to the corresponding audio story.



6 training programmes on children's rights. Each programme consists of self-paced theoretical courses and good practices that can be followed online and for free on [StreetSmart Learn](#).

CONTRIBUTING ORGANISATIONS



Mobile School vzw is a Belgian non-profit organisation that supports youth workers through StreetSmart. Within StreetSmart, they develop innovative tools for talent development and empowerment of vulnerable children and youngsters worldwide.

www.mobileschool.org | www.street-smart.be

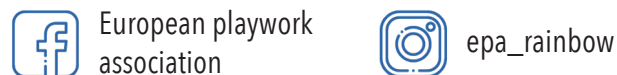


Uit De Marge is a Flemish organisation that advocates for socially vulnerable young people and youth centres. Uit De Marge works with youth workers from different organisations, policymakers at different political levels and the wider society, as well as with young people themselves through their own youth workers.

www.uitdemarge.be



e.p.a. - the european playwork association - is an independent international youth NGO based in Hamburg. They have a partner network in more than 40 countries in 4 continents and are involved in international youth exchanges, trainings, seminars etc. They work mainly with young people from disadvantaged communities, create access to non-formal learning and support European youth projects. <http://epa-network.org>



ARSIS - Association for the Social Support of Youth - is a Greek NGO active in the field of child and youth protection. The main aim of ARSIS is to protect children at risk and help re-integrate socially vulnerable groups threatened with social exclusion and marginalisation.

www.arsis.gr



This project is co-funded by Erasmus+. Erasmus+ is the EU's programme to support education, training, youth and sport in Europe.

<https://erasmus-plus.ec.europa.eu>



Introduction

Early childhood is a critical developmental stage that affects a child’s physical, cognitive and socio-emotional growth. The United Nations Convention on the Rights of the Child (UNCRC) recognises the need to protect the welfare of children and promote their development. The articles of the CRC prioritise the provision of a nurturing environment, opportunities to learn and play, and freedom to express themselves and participate in decision-making. Age-appropriate activities that promote children’s rights can help them become responsible members of their communities. Youth workers can encourage children’s social and emotional growth through games, music, art and movement while promoting curiosity and critical thinking.

In this chapter, we focus on a selection of articles from the UNCRC that are understandable for young children:



Want to work on this topic with children and youngsters? Or with duty-bearers? Check out the following pages for a selection of activities and games to the topic that may be useful to you. Not only does every game include a manual, but you can also access them through StreetSmart Play by scanning the QR code, which provides free downloadable posters.

Structure



Want to know more?

The programme “[A Children’s Rights Approach in Early Childhood](#)” will introduce you to the concept of early childhood development and the importance of investing in it, as well as the Nurturing Care Framework (NCF). Through interactive lessons and practical examples, you will learn how to apply the NCF to promote children’s rights and meet needs in a playful way. Strategies for working with duty-bearers to advance children’s rights are explored as well. By the end of this programme, you will have gained valuable insights and skills to promote and protect the rights of young children.



Colour Magic With the Five Characters

A drawing and colouring activity where children colour their favorite character from the poster?

Let the players choose their favorite character and let them colour Julia, Anna, Priya, Fredrick, or Ibrahim with their own creative touch!

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Visual & auditory perception		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Fine motor skills		
+5 players		Drawing		Basic		Creative thinking		
2 - 4 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
1 player		Intermediate		Small space		0-5		
						6-11		

Materials

- Poster 'The stories of the five characters'
- Colouring page
- Paper
- Crayons/chalk

How to play the game?

1. Ask the children to watch the poster and listen to the stories of the five characters. Provide the audio stories, tell the stories yourself or let the children share what they see.
2. Each child chooses a favourite character.
3. Explain to the children that they will be drawing and colouring that character.
4. First ask them to draw the character and when they have completed their drawings, they can colour it.
5. Make sure you encourage the children to add their own creative touch to their drawings, such as adding a background or accessories for their character.
6. At the end all children can put their drawing on the mobile school or the wall for others to see.

Additional game information?

Specific Learning Objectives?

Variations?

When there are a lot of young children, you can provide them with the colouring page, so they don't need to draw themselves.

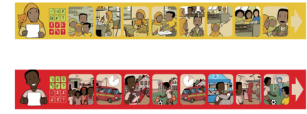
StreetSmartPlay



Theater Time with the Characters

Come and play along with the characters of the story.

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
		Game Mechanic	Icon	Materials	Icon	Creative thinking		
		Role play		Printable downloads				
Number of Players	Icon			Self-made materials				
2 - 4 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Intermediate		Small space		0-5		
						6-11		

Materials

- Poster "The Stories of the Five Characters"
- Storycard of Priya and Fredrick
- Stick puppets -> figures from the story Priya & Fredrick
- Attributes (e.g., bread, pennies, cat, rag, ball, bus...)

How to play the game?

1. Gather some young children before the Priya and Fredrick storyline poster
2. Let the children tell what they see, and what happens in the story. Stimulate their language use. (e.g., if the children point something out, help them put it into words: "Yes, Priya is cleaning the window!")
3. Tell the children that they can now act out the story themselves in the theatre.
4. Hand out the stick puppets and props and let the children act out the story with concrete material.
5. Other children can come and watch the puppet theatre.

Additional game information?

- We choose to use only the stories of Priya and Fredrick as they are easily understandable for younger children. This will help ensure that the children can follow and engage with the story more easily.
- You can provide the storyline strips of Priya and Fredrick as an additional mnemonic to help the children with performing the theatre.

Specific Learning Objectives?

Variations?

StreetSmartPlay



Rights Scavenger Hunt

Try to find all the different children's rights as fast as you can.

Panel code(s): SOCIETY C1



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
		Game Mechanic	Icon	Materials	Icon	Visual & auditory perception		
Number of Players	Icon	Group discussion		Printable downloads		Age	Icon	
2 - 4 players		Difficulty	Icon	Play Space	Icon	0-5		
		Intermediate		Small space		6-11		

Materials

- Poster 'General Overview of Children's Rights'
- Printable with a selection of children's rights for toddlers (2, 5, 7, 12, 13, 18, 19, 24, 28, 31, 42)
- Searching card
- Colouring sheet and colours (optional)

How to play the game?

1. Gather 2 or 3 young players around the general overview poster.
2. Tell them there are a lot of children's rights and that you hit a selection of these rights around the mobile school.
3. Give them the card with the selection.
4. Ask them to go find the rights together.
5. When they found a right explain it to them in a child-friendly way.
6. Involve them by asking a personal question (see additional game information).

Additional game information?

- Art 2. Right to no discrimination -> All children have all these right, no matter if you are a boy or a girl, tall or small, where you live or how you look. In what ways are you similar to your friends? In do you differ?
- Art 5. Right to family guidance as children develop -> Adults help us with all your rights, as you grow older they have to help you to be more independent. What can do already on your own?
- Art 7. Right to a name -> What's your name?
- Art 12. Right to respect for children's views -> Adults need to listen to you and take you serious. Do you have a good idea that you want to share?
- Art 13. Right to sharing thoughts freely without being rude or hurting others. Have you even hurt someone?
- Art 18. Right to responsibility of parents -> right to be taken care of by adults that love you and protect you. Who protects you?
- Art 19. Right to protection -> If someone hurts you, you have to tell an adult. Who would you tell?
- Art 24. Right to help when you are sick, clean water to drink and wash, healthy food and a safe place to live -> What is your favourite food?
- Art 28. Right to education -> Do you go to school? What is your favourite subject? What do you really want to learn?
- Art 31. Right to rest, play, culture, art -> What is your favourite game, song or picture?
- Art 42. Right to everyone must know children's rights -> Who can you tell about children's right?

Specific Learning Objectives?

Variations?

If you provide the colouring sheet, the players can colour the rights in the correct colour.

StreetSmartPlay



Building a City

Build your own city of rights!

Panel code(s): SOCIETY C2



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Logical thinking		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Age	Icon	
2 - 4 players		Crafting & constructing		Basic		0-5		
1 player		Difficulty	Icon	Printable downloads		6-11		
		Intermediate		Play Space	Icon			
				Medium space				

Materials

- Poster 'City of Rights'
- A large, flat surface such as a table or the floor
- Building blocks such as LEGO or wooden blocks
- Small toy cars and people figures (optional)
- Paper and pens or pencils for planning and designing the city (optional)

How to play the game?

1. Gather some players in front of the 'City of Rights'-poster.
2. Discuss with them what they see on the poster. Which buildings? Where are the main characters?
3. Ask the players to tell what their city would look like. You can ask older players to make a sketch of their city first before they start building.
4. The players start building their own city with blocks. As a youth worker, go around and ask supervisors questions (see additional game information for some examples).
5. As the city grows, players can add toy cars and people figures to bring the city to life.
6. The game continues until the city is complete and all players agree that there is no more space or blocks left to add.
7. Players can then admire their completed city and visit the city of others.

Additional game information?

- Players can also add details to the city by drawing up plans or designs on paper to guide the building process.
- As a youth worker, ask supervisors questions: What are you building? Where can I go and play with my friends? I have the right to education... where can I go for this? When I am sick, I have the right to see a doctor. Can I find these in your city?

Specific Learning Objectives?

Variations?

- Players can be assigned specific areas or buildings to create, such as a park or a skyscraper, to ensure that the city is diverse and balanced.
- Players can work together to plan the city, assigning different roles and responsibilities to each person, such as designing the roads or building the residential areas.
- The game can be made more challenging by setting specific goals or challenges, such as creating a certain number of buildings in a certain time frame or building a sustainable city using environmentally-friendly materials.

StreetSmartPlay



Lifestage Hopscotch

Hop your way to the top!

Panel code(s): SOCIETY C6



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Medium		Gross motor skills		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Coordination & flexibility	Icon	
+5 players		Energizer & ice breaker		Basic				
2 - 4 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Intermediate		Small space		0-5		
						12-14		

Materials

- Poster 'Growing Minds, Growing Rights'
- Chalk or tape to draw the hopscotch board on the ground
- A small object to toss, such as a stone or beanbag

How to play the game?

1. Draw a hopscotch board on the ground with chalk or tape. The board should have ten squares in a line, numbered from one to ten.
2. Each square should have a different life stage written or drawn in it (see photo)
3. Choose a player to go first.
4. The first player tosses the small object onto the hopscotch board, aiming for square one.
5. The player then hops on one foot into square one, and then hops with the same foot into square two.
6. The player continues to hop through the squares, alternating feet and skipping the square with the small object.
7. If the player successfully hops through all of the squares, they retrieve the small object and toss it onto square two.
8. The player then begins the same hopping sequence, aiming for square two this time.
9. If the player fails to successfully hop through a square or loses their balance, they lose a turn and must wait for their next turn.
10. The game continues in this manner until one player successfully completes the entire hopscotch board, making it through each life stage square without losing a turn.
11. That player wins the game.

Additional game information?

Specific Learning Objectives?

Variations?

- To make the game more challenging, players can be required to say the name of the life stage as they hop on each corresponding square.
- To make the game more competitive, multiple players can play at once, each taking turns to hop through the board. The first player to complete the entire board wins.

StreetSmartPlay



Race for Resources

A fast-paced group activity where kids race to collect items for their designated area while dodging a tagger in the middle.

Panel code(s): SOCIETY C6



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		High		Spatial orientation		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Gross motor skills		
+5 players		Tag game		Basic		Cooperation		
Difficulty	Icon	Play Space	Icon	Age	Icon			
Intermediate		Large space		0-5	0-5			
				6-11	6-11			

Materials

- Poster 'Growing Minds, Growing Rights'
- Supplies scattered in the middle of the room (e.g., books, crayons, pensels, chalk, ball...)
- A visual for the tagger

How to play the game?

1. Divide the players into 5 teams, each representing a different location (library, art class, classroom, playground, and food stand).
2. Have each team stand on one side of the room, away from the supplies in the middle.
3. Explain to the players that they need to work together to collect all the items needed for their location.
4. Assign one player from each team to be the "runner" for the first round.
5. When you say "go," the runners from each team must run to the middle and grab one item that corresponds to their location.
6. Meanwhile, the tagger in the middle must try to tag the runners. If a runner is tagged, they must return the item to the middle and go back to their team.
7. Once a runner has successfully retrieved an item, they must bring it back to their team so that the next runner to go.
8. The game continues until all the teams have collected all their items.
9. The team that collects all their items first wins the game.

Additional game information?

Specific Learning Objectives?

Variations?

To make the game more challenging, increase the number of items or have multiple taggers in the middle.

StreetSmartPlay



Guess in the Dark

Get ready for a sensory showdown! Test your sense of touch in this blindfold game where players guess objects to earn points and become the ultimate blind champion.

Panel code(s): SOCIETY C7



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Fine motor skills		
2 - 4 players		Circle group game		Basic		Age	Icon	
		Difficulty	Icon	Play Space	Icon	0-5		
		Intermediate		Small space		6-11		

Materials

- Poster 'Different abilities, equal rights'
- Blindfolds for each player
- Various objects to be guessed, such as toys, household items, food
- A timer (optional)

How to play the game?

1. Gather a few players in front of the 'Different abilities, equal rights'-poster. Explain to them that there are some children who have a disability.
2. Tell them we are going to play a game where the players can't see, but still have to guess what they are holding.
3. Choose a player to start the game and have them put on the blindfold.
4. Select an object from the pile and show it to the other players.
5. Place the object in the player's hands and give them a few seconds to feel and examine it while blindfolded.
6. The player must then guess the object they are holding.
7. If the player correctly guesses the object, they earn a point, and it's the next player's turn to be blindfolded and guess an object.
8. If the player incorrectly guesses the object, they do not earn a point.
9. The game continues until all players have had a turn guessing objects.
10. The player with the most points at the end of the game wins.

Additional game information?

- Players can be given hints to help them guess the object, such as its colour, texture, or size.
- If players are struggling to guess an object, they can be given a chance to ask a question about the object to help them guess correctly.

Specific Learning Objectives?

Variations?

To make the game more challenging, you can limit the amount of time each player has to feel the object before making their guess.

StreetSmartPlay



Overcoming Obstacles Together

Work together to overcome various challenges and tasks facing different disabilities.

Panel code(s): SOCIETY C7



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Cooperation		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Self-awareness		
2-4 players		Teambuilding game		Self-made materials		Creative thinking		
+5 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Intermediate		Small space		0-5		
						6-11		

Materials

- Poster 'Different abilities, equal rights'
- Blindfold/headphones
- Building blocks or figurines
- Cards with tasks or challenges to complete

How to play the game?

1. Make cards with tasks or challenges to complete (see additional information) and laminate them, so they are sustainable.
2. Divide players into teams of two or three.
3. Assign each team a specific disability or challenge, such as wearing headphones, being blindfolded, having one arm tied behind their back, having one leg tied to the other, or not being able to speak.
4. Shuffle the cards with tasks or challenges and draw one card for each team.
5. Each team must work together to complete the task or challenge on their card using the tools they have available to them. (e.g., if the card says to build a tower with blocks, the team with one member with one arm tied behind their back will need to work together to build the tower using their other arm and the help of their team members).
6. Change tasks and disabilities.
7. The game continues until all teams have completed more than one task or challenge.
8. At the end discuss how the players experienced performing the task with a disability, why was one task for someone difficult and not for someone else?

Additional game information?

Tasks or challenges could be: build a tower using building blocks, create a structure using only toothpicks and marshmallows, recreate a famous painting or sculpture using modeling clay or play dough, solve a (jigsaw) puzzle, draw a picture while another team member provides verbal instructions, complete an obstacle course...

Specific Learning Objectives?

Variations?

- To make the game more challenging, players can be given a limited amount of time to complete their task or challenge.
- Players can also be given the option to create their own tasks or challenges to add to the game.

StreetSmartPlay



Helping Hands

Create colourful hands that help you survive!

Panel code(s): SOCIETY C4



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Critical & reflective thinking		
+5 players		Crafting & constructing		Printable downloads		Creative thinking		
2 - 4 players		Difficulty	Icon	Play Space	Icon	Age	Icon	
1 player		Intermediate		Small space		0-5		
						6-11		

Materials

- 'The Basics of Life' poster
- Paper/printed hand
- Crayons/Chalk

How to play the game?

1. Give each player a piece of paper with a hand-drawn on it or let them draw their own. You can also let the players draw on the mobile school or ground.
2. Instruct players to decorate their hands with images or words related to the things that help them survive, such as food, water, shelter, clothing, medicine, or other essential items. They can look at the poster for inspiration.
3. Encourage players to be creative and make their hands colourful and eye-catching.
4. Once everyone has finished decorating their hand, have them share with the group what they have included and why they think each item is important for survival.
5. After all the players have finished decorating their hands, display them on a table or a wall to create an exposition of helping hands that can be used to survive.

Additional game information?

Specific Learning Objectives?

Variations?

For older children:

- Facilitate a discussion about the right to survival and how access to these basic needs can be a challenge for some children around the world.
- Encourage players to think about ways they can help others in need and inspire them to take action.

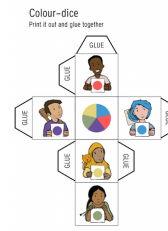
StreetSmartPlay



Colour Roll Bingo

Improve your cognitive skills by matching colours and numbers to find the right picture.

Panel code(s): SOCIETY C5a; SOCIETY C5b



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Attention & concentration		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Spatial orientation		
2 - 4 players		Board game		Printable downloads		Logical thinking		
		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Difficult		Small space		0-5	0-5	
						6-11	6-11	

Materials

- Red and green poster 'Basic Needs'
- Two dice - one with numbers and one with colours
- Colour and number tags (optional)

How to play the game?

1. Gather 2 or more players and distribute the bingo posters.
2. Create a matrix by labelling the top row with colours and the left column with numbers. Make sure it's different for both posters (see image)
3. Roll two dice - one with numbers and one with colours - to determine which box the players should look for.
4. Players search for the corresponding box on their bingo card and place a bottle cap on the image.
5. The first player to complete a row (vertically, horizontally, or diagonally) calls out "bingo" and wins the round.

Additional game information?

Specific Learning Objectives?

Variations?

For very young children:

- Give each player a bingo poster and give them all the corresponding bingo cards separately (download).
- Players must sort and match each item to the correct space on their bingo poster as fast as possible.

StreetSmartPlay



Basic Needs Detective

Become a real detective and guess what basic needs are missing, a game that promotes critical thinking and problem solving skills.

Panel code(s): SOCIETY C5a; SOCIETY C5b



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Language, reading & writing		
2 - 4 players		Circle group game		None		Logical thinking		
		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Intermediate		Small space		0-5		
						6-11		

Materials

- Red or green poster 'Basic Needs'

How to play the game?

- Gather the children and show them the bingo poster with the basic needs.
- Tell a little story or act out a situation where someone is missing one of the basic needs. (e.g. enter the room looking sad and tired. Act out a scene where you are trying to sleep but can't because you are uncomfortable on the floor. What is missing? Bed or pillow. This can be repeated with different scenarios and basic needs, such as pretending to be hungry because there is no food or needing to use the bathroom but there is no toilet available.)
- After the story/situation, the children must guess which basic need is missing.
- To help them, they can use the bingo poster as a guideline and try to identify which item is missing.
- The first child to correctly guess the missing basic need earns a point.
- Play several rounds, with different stories or situations and different missing basic needs and keep score to determine a winner at the end.

Additional game information?

Specific Learning Objectives?

Variations?

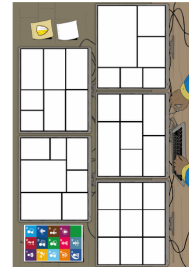
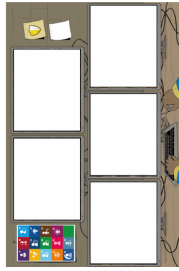
StreetSmartPlay



Security Cam Sketch

Let your creativity run wild and draw your own scene!

Panel code(s): SOCIETY C8



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Self-awareness		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Learning skills	Icon	
+5 players		Drawing		Basic		Fine motor skills		
2 - 4 players		Difficulty	Icon	Printable downloads		Communication & expression		
1 player				Intermediate		Play Space	Icon	
				Small space		Age	Icon	
						0-5		
						6-11		

Materials

- The "Camera Catchers"- poster
- Blank camera views printed out for each child
- Markers or colouring pencils

How to play the game?

1. Give each child a blank camera view.
2. Explain that they will be drawing a situation that they want to capture on camera.
3. Encourage the children to use their imagination and creativity to come up with a fun or interesting scenario.
4. Provide markers or coloured pencils for the children to use.
5. After the children have finished their drawings, they can share with the group and explain what is happening in their picture.
6. If desired, the pictures can be displayed in a gallery or hung up on a wall to showcase the children's artwork.

Additional game information?

Specific Learning Objectives?

Variations?

StreetSmartPlay



The Guard Patrol

Find the selected objects from the surveillance footage as quickly as possible.

Panel code(s): SOCIETY C8



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Logical thinking		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Visual & auditory perception		
2 - 4 players		Scavenger hunt		Basic		Age	Icon	
		Difficulty	Icon	Printable downloads		0-5		
		Intermediate		Play Space	Icon	6-11		
				Small space				

Materials

- The "Camera catchers"- poster
- A list of items to find + the concrete or printed item
- A timer

How to play the game?

1. Print the list with items from the poster and provide concrete materials or print out the cards.
2. Gather around a few players before the poster "Camera catchers"
3. Place the list of items that the players need to look for next to the poster.
4. Explain that they need to find all the items within a certain time limit.
5. Start the timer and let the players search for the concrete items or cards around the play area.
6. Ask the players to put all the items with the correct character.
7. When the time is up, gather the players and check the items off the list together.
8. If they found all the items, they win the game!

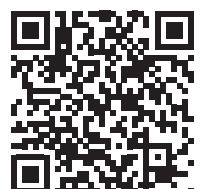
Additional game information?

Specific Learning Objectives?

Variations?

- You can also let the children look for the items on the poster. Can they locate the wanted items on the "Camera catchers"- poster? Who is the fastest?
- For older children, you can add more images or hide them better.

StreetSmartPlay



Creative Rights Activists

Make your voice heard and stand up for your rights by getting creative!

Panel code(s): SOCIETY C10



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Empathy & social awareness		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Creative thinking		
1 player		Crafting & constructing		Printable downloads		Language, reading & writing		
		Difficulty	Icon	Play Space	Icon	Age	Icon	
		Easy		Small space		0-5		
						6-11		

Materials

- poster
- sturdy carton
- pencils / markers / crayons
- stick
- strong adhesive tape
- a (blank) protest sign

How to play the game?

1. Collect some children for the poster.
2. Have a short conversation about what the children on the poster are doing.
3. Ask the children why they would protest. Make a word spider together on the mobile school, large paper or ground.
4. Motivate the children to design their own protest sign.
5. The children create their own signs independently.
6. At the end of the activity, they show their protest sign to the others and make a protest procession through the room/around the school.

Additional game information?

Specific Learning Objectives?

Variations?

StreetSmartPlay



EcoJam

Let the children unleash their inner musician by creating their own instruments using reusable materials and jamming out together in this eco-friendly music corner.

Panel code(s): SOCIETY C10



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		> 15 minutes		Calm		Communication & expression		
Music		Game Mechanic	Icon	Materials	Icon	Creative thinking		
Number of Players	Icon	Crafting & constructing		Basic		Age	Icon	
1 player		Difficulty	Icon	Play Space	Icon	0-5		
		Intermediate		Medium space		6-11		

Materials

- Reusable materials such as empty cans, bottles, cardboard tubes, rubber bands, etc.
- Scissors, tape, glue, markers, and other art supplies.
- Music stand, sheet music, and other musical resources (optional).

How to play the game?

1. Gather all the reusable materials and art supplies.
2. Explain to the children that they will be making their own instruments using these materials.
3. Give them some examples of different instruments they can create such as drums, shakers, guitars and maracas.
4. Allow the children time to design and create their instruments using reusable materials and art supplies.
5. Once everyone has finished making their instruments, have them gather in a circle or band formation.
6. Explain that they will be jamming out together and creating a musical masterpiece.
7. Encourage the children to experiment with different sounds and rhythms using their instruments.
8. When they are finished, have the children perform their masterpieces for the group or record them to share with others.

Additional game information?

Ideas for making instruments:

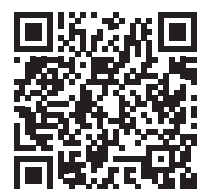
- Maracas: Fill empty plastic bottles with rice, beans, or dried pasta and secure the lids with strong tape. Decorate the outside of the bottles with paint, markers, or stickers.
- Tambourine: Cut out two circles from cardboard and sandwich some metal bottle caps or jingle bells between them. Use a hole punch to make holes around the edge of the circles, and then tie pieces of ribbon or string through the holes to make the tambourine's frame.
- Shakers: Use empty toilet paper rolls or plastic eggs to make shakers. Fill them with small beads, seeds, or beans, and then decorate them with paint, markers, or stickers.
- Guitar: Cut a hole in the top of an empty shoe box and then wrap it with rubber bands to make the guitar strings. You can also use a cardboard tube as the neck and a plastic container lid as the pickguard.
- Drum: Use a large empty coffee can or oatmeal container as the drum body. Cut a circle of cardboard to fit the top and bottom of the can, and then glue or tape it in place. Cover the drum with fabric, paper, or paint, and add some drumsticks made from wooden dowels or chopsticks.

Specific Learning Objectives?

Variations?

- Challenge the children to create instruments that produce specific sounds or tones.
- Encourage them to work in teams to create a band or orchestra with their homemade instruments.
- Ask the children to create their own songs or lyrics to go along with their musical creations.
- Provide simple rhythm exercises or music games for children to play.
- Invite a guest musician to visit and lead a music workshop or performance.

StreetSmartPlay



Spin'N Share

Spin the wheel and get to know your friends better by sharing in this fun and interactive game!

Panel code(s): SOCIETY C11



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
Number of Players	Icon	Game Mechanic	Icon	Materials	Icon	Age	Icon	
2 - 4 players		Group discussion		Printable downloads		0-5		
		Difficulty	Icon	Play Space	Icon	6-11		
		Easy		Small space				

Materials

- Poster "Let's debate"

How to play the game?

1. Gather a few players in front of the "Let's debate"-poster
2. Choose a player that will first spin the wheel.
3. All players who want can share something about themselves that fit into the category that the wheel landed on (e.g., if the category is transport, the player can tell how they came to the school)
4. After everyone has shared, the next player will spin the wheel.
5. Continue playing until each player has had a turn to spin the wheel.

Additional game information?

Specific Learning Objectives?

Variations?

To make the game more challenging for older players, you can add a rule that the answer must begin with a certain letter. This letter can be chosen with the rota of the alphabet.

StreetSmartPlay



Parliament Parade

Join the Parade and Speak Your Mind! March around with your friends, spin the wheel to decide the topic, and form a parliament to make a decision in this lively and interactive game.

Panel code(s): SOCIETY C11



Topic	Icon	Duration	Icon	Intensity	Icon	Learning skills	Icon	Creator
Citizenship & human rights		5-15 minutes		Calm		Communication & expression		
		Game Mechanic	Icon	Materials	Icon	Self-awareness		
		Group discussion		Printable downloads				
Number of Players	Icon	Difficulty	Icon	Play Space	Icon	Age	Icon	
+5 players		Easy		Medium space		0-5		
						6-11		

Materials

- Poster 'Let's debate'
- Music player/speaker
- Seating area for the parliament discussion

How to play the game?

1. Gather the players in a circle and explain that they will be forming a parade and marching around the room.
2. Start playing music and lead the parade by marching at the front.
3. Encourage the players to march in a line and follow the leader.
4. Randomly stop the music at some point and instruct the players to quickly form a parliament by finding a seat in the designated area.
5. Spin the wheel of the "Let's debate"-poster to determine the topic of discussion.
6. Once the topic has been determined, allow the players to discuss and share their thoughts on the topic.
7. After a few minutes of discussion, resume the parade by starting the music again and continuing the game as before.
8. The game ends when all topics are talked about.

Additional game information?

- Encourage the players to listen to and respect each other's opinions during the parliamentary discussion.
- Make sure the seating area for the parliament is clearly designated and has enough seats for all the players.

Specific Learning Objectives?

Variations?

StreetSmartPlay

