



3, 2, 1, ... *GO!*

NAME OF THE GAME:

3, 2, 1... GO!

THEME:

Equality (Children's/human rights)

COMPLEXITY:

The game is appropriated for children from 10 to 14 years old

GROUP SIZE:

Groups of 3 pupils on one board; the whole class can simultaneously play it

TIME:

Two school periods

RELATED THEMES/RIGHTS:

- solidarity
- justice
- citizenship
- freedom
- dignity
- children's/human rights

OBJECTIVES:

- knowledge of children's/human rights
- knowledge of the countries members of the EU (plus Turkey) and their features
- developing a sense of equality, solidarity, justice, tolerance, through the observance of the rules of the game

MATERIALS (FOR ONE GROUP OF 3 PUPILS):

- a printed gaming board size A3
- printed cards with questions
- 3 cones

- 1 dice with numbers from 1 to 6

PREPARATION:

- prepare the table or a flat surface on the ground (a carpet, ...)
- prepare the board and the cards with questions
- repeat the children's and human rights
- repeat the features of the EU countries
- use classbooks, encyclopedias, printed materials about the EU

INSTRUCTIONS:

- The players throw the dice-every player throws it 3 times until he/she gets the number 6.
- They set their cone on the start position and throw the dice once more.
- When they stop on the coloured field, they draw a card of the same colour and answer the questions.
- If they know the correct answer, they throw the dice one more time.
- If they don't know the correct answer to the question, they stay on the same field for one round.
- If they draw the card without a question, they have to return to the field specified on the card.
- The winner is the player who gets to the end of the game first.