



**R2**

**BOX OF VALUES**

The Right to Vote

VALUE	The Right to Vote
PARTNER	De La Salle College, Ireland

### Value introduction

The right to vote is a fundamental civil right that allows individuals to participate in choosing representatives, making decisions in elections, and shaping the governance of a country or community. It's a cornerstone of democracy, enabling citizens to have a say in the policies and leaders that will govern them.

This right ensures that people have a voice in the decision-making process, regardless of their race, gender, religion, or social status. It's crucial for maintaining a fair and representative government, as it allows for diverse perspectives and interests to be considered in the democratic process.

### LEARNING TOOLS

<p><b>GAME</b></p>	<p><b>Title: Voting Matters</b></p> <p>Voting for Student representatives in the class/group setting.</p> <p>Developing a campaign for the candidates.</p> <p>Students create an individual profile of themselves. They are given a piece of paper with a template of a simple frame. Within this frame they are encouraged to draw a picture that represents themselves or a fictional character.</p> <p>Students then develop a summary of the campaign aims that they will try to achieve if they are elected.</p> <p>Examples can be - wear a tracksuit in school on Fridays instead of wearing uniform, no homework on Fridays, no tests on Fridays etc.</p> <p>Afterwards each student must hold up their framed picture and tell the class about their campaign aims and encourage the class to vote for them.</p> <p>The class will then vote for their chosen student representative.</p> <p>This can also work if students prefer to work in groups.</p>
<p><b>CASE STUDY</b></p>	<p><b>Case Study: "Voting Rights for All - The Story of John Lewis"</b></p> <p>John Lewis was a very brave man who fought for everyone to have the right to vote. A long time ago, some people were not allowed to vote because of the color of their skin. This wasn't fair at all.</p> <p>John Lewis wanted to change that. He marched with many other people to show that everyone should be able to vote, no matter their skin color. They marched peacefully, but sometimes they were treated very badly, even though they were doing something right.</p> <p>One day, they marched across a big bridge in a place called Selma. They wanted to go to the capital to</p>

talk about fair voting rules. But when they got to the bridge, they were stopped, and people hurt them just because they wanted to vote. It was a sad and scary day.

But John Lewis never stopped believing that everyone should have the right to vote. He kept working hard, speaking up, and showing that everyone's voice matters.

Because of his bravery and the bravery of many others, the rules changed. Everyone got the right to vote, no matter their skin color. John Lewis and his friends showed the world that when people stand up for what is right, they can make the world a fairer and better place for everyone.

THEATRE PLAY

**The Right To Vote**

- Subvalue assigned: Childrens' Rights and The Right to be Heard

**Objectives**

To develop an understanding of childrens' rights through teaching them about democracy, inclusivity and the importance of civic engagement.

**Title: The Quest for Fairytale Democracy**

**Genre:** Children's Theatre

**Setting:** The fictional town of "Voteville"

**Characters:**

Ella - A curious and spirited young girl

Leo - Ella's loyal best friend

Mayor Murphy - The mayor of Voteville

Granny Marian - A wise and friendly old woman

Professor Marvel - An eccentric inventor

Luna - A talking owl with a knack for history

The Fairytale Creatures - Representing various characters from classic stories

**Act 1: Scene 1 - Voteville Town Square**

- Introduce Ella and Leo, best friends who love hearing stories from Granny Marian.
- Mayor Murphy announces an upcoming vote to decide on a town project, but only adults can vote.
- Ella and Leo are disappointed and decide to visit Granny Marian to learn more.

### Scene 2 - Granny Marian's Cottage

- Granny Marian tells Ella and Leo about the importance of voting and how it ensures everyone's voice is heard.
- Ella and Leo express their wish to vote, but Granny Marian explains that they need to find the "Fairytale Key" to unlock the right for children to vote.

### Scene 3 - The Enchanted Forest

- Ella and Leo embark on a quest to find the Fairytale Key.
- They encounter Professor Marvel, who provides them with a magical map to locate the key.

### Act 2: Scene 1 - Fairytale Junction

- Ella and Leo arrive at a crossroads, meeting Luna the talking owl.
- Luna guides them through three challenges inspired by classic fairytales to prove their worthiness.

### Scene 2 - Fairytale Challenges

Challenge of Courage: Facing a dragon and helping it solve a problem peacefully.  
Challenge of Wisdom: Solving riddles from the Riddle Master to free a trapped princess.  
Challenge of Kindness: Assisting a group of dwarves in building a bridge and learning about cooperation.

### Scene 3 - Unveiling the Fairytale Key

- Ella and Leo successfully complete the challenges and find the Fairytale Key.
- Luna explains that they've earned the right to vote and shares the history of how children's voices were once excluded.

#### Act 3: Scene 1 - Town Hall

The day of the vote arrives, and Ella and Leo arrive at the town hall with the Fairytale Key.

- Mayor Murphy is surprised to see them and learns about their journey.

#### Scene 2 - The Power of Stories and Voices

- Ella and Leo share their adventures with the townspeople, emphasizing the lessons they've learned about courage, wisdom, and kindness.
- The Fairytale Creatures make a surprise appearance, encouraging everyone to remember the power of their own stories.

#### Scene 3 - The Vote

- Mayor Murphy is moved by the children's words and proposes a new vote: one for children as well.
- The townspeople, including the children, cast their votes on the town project, embracing the concept of a fair and inclusive democracy.

#### Scene 4 - Celebration

- The townspeople celebrate their collective decision, and everyone realizes the importance of hearing every voice.
- Granny Marian, Professor Marvel, and Luna join the festivities, emphasizing the significance of teaching children about their rights.

Epilogue:

Ella and Leo return to Granny Marian's cottage, where they reflect on their journey and the power of the right to vote.

The play ends with the message that every voice, no matter how small, matters in building a just and equal society.