



EuropePlus

R2

BOX OF VALUES

Human Rights

VALUE	HUMAN RIGHTS
PARTNER	PRISM IMPRESA SOCIALE S.R.L.

Value introduction

Human rights are a set of fundamental rights and freedoms that are inherent to all human beings, regardless of their nationality, race, ethnicity, gender, religion, or any other status. They are considered to be universal, inalienable, and indivisible, meaning that they apply to every individual without exception and cannot be taken away or separated from a person.

Human rights are often established and protected by international treaties, conventions, and declarations, such as the Universal Declaration of Human Rights (UDHR), adopted by the United Nations General Assembly in 1948. These rights encompass a broad range of principles, including civil, political, economic, social, and cultural rights.

The protection and promotion of human rights are essential for ensuring a just, fair, and inclusive society where everyone can live with dignity and freedom. Governments, institutions, and individuals have a responsibility to uphold and respect these rights for all people.

LEARNING TOOLS

GAME	<p>Title: "Rights Quest"</p> <p><u>Overview:</u> This is an interactive and educational children's game designed to promote human rights awareness and understanding. The game is set in a colorful and engaging world where players embark on a thrilling adventure to learn about various human rights and how to protect them. Through fun challenges, puzzles, and moral choices, children will develop empathy, respect for diversity, and a sense of social responsibility.</p> <p><u>Objective:</u> The main objective of "Rights Quest" is for children to explore different aspects of human rights and learn how to apply them in real-life situations. The game encourages critical thinking, problem-solving, and empathy as</p>
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players navigate through diverse scenarios and interact with various characters.

Gameplay:

The facilitator introduces the game:

- **World Exploration:** The game world consists of different regions, each representing a specific human right. Examples include the "Region of Freedom," "Region of Education," "Region of Equality," etc.
- **Rights Challenges:** In each region, players encounter challenges that relate to the corresponding human right. These challenges can be in the form of puzzles, mini-games, or interactive storytelling.
- **Interactions and Choices:** Players walk from one region to another. The facilitator may decide to split the group into smaller groups of 4-5 players. In each region, players meet NPCs (Non-Playable Characters), portrayed by the school staff, who should have different backgrounds and experiences. By engaging in conversations and making choices, players learn to respect diversity and understand the importance of inclusion.
- **Knowledge and Learning:** Along the way, players can collect educational resources such as books, scrolls, or artifacts that provide information about human rights, historical figures, and landmark events.
- **Teamwork:** The game encourages cooperation and teamwork. Players can team up with friends to solve challenges together, promoting collaborative problem-solving.
- **Awards and Achievements:** The facilitator may decide to give players virtual awards and achievements, as they progress and demonstrate understanding of human rights. The choice of the award is at the facilitator's discretion.

We provide a small list of quick games related to the Human Rights Topics covered. This is a non-exhaustive list, so feel free to choose other quick games if you prefer.

1. Right to Education:

Concept Mapping: the NPC writes the word "Education", in the middle of the board or on a billboard on the wall. Players have to come up with words or ideas that are related to it (growth, learning, upgrade, understanding, etc.)

2. Right to Equality:

At least 5: the NPC asks the players come up with at least 5 examples in the world (or in their local environment) that have promoted equal treatment and respect for all, regardless of people's backgrounds. The NPC may ask for a detailed explanation of those examples.

3. Right to Play:

Materials: 2 hula hoops

Hula Hoops Pass: The NPC has the group form a circle, holding hands, and explains that the goal of this activity is to pass a hula hoop completely around the circle as quickly as possible without breaking handholds. While you are explaining this, place a hula hoop over the held hands of two group members.

The players pass the hula hoop around the circle until it gets back to the first player. The NPC may support the group in working through goal setting and strategising about how to go faster while providing encouragement. Start the group on their second attempt. You can do multiple attempts if the group does not meet their goal and wants to try again or redefine their goal.

As a final challenge, the NPC tells the group to add another hula hoop to make it a little bit more interesting, with it moving in the opposite direction.

The game highlights the importance of leisure and recreation, allowing players to engage in fun activities and games.

4. Right to Freedom of Expression:

Materials: images to print, provided at the following links:

[Baby brides](#)

[Baby brides 2](#)

[Denying study](#)

[Filters](#)

[Filters 2](#)

[Man breastfeeding](#)

[Protesting for rights in Iran](#)

[Virtual influencers](#)

[Baby miss competition](#)

	<p>The NPC reveals a couple of images and asks the participants to observe them closely. The players then answer the following questions:</p> <ul style="list-style-type: none"> ● Please, describe objectively the image. What do you see? ● How does the picture make you feel? Please describe your emotions. ● What values does the picture tackle? <p>The NPC may start a brief debriefing on:</p> <ul style="list-style-type: none"> ● how our values influence the level of cultural shock; ● how difficult it is to be objective and observe without prejudices; ● how to accept the differences. <p>The game fosters open communication and understanding different viewpoints.</p> <p><u>Conclusion:</u> Rights Quests is an exciting and educational game that instils core values of empathy, inclusivity, and human rights awareness in children. By creating an engaging and interactive experience, children will be inspired to apply these principles in their lives and advocate for a fairer and more compassionate world.</p>
<p>CASE STUDY</p>	<p>One real example of the lack of freedom of expression in the digital era is the case of the Great Firewall of China. The Great Firewall, also known as the Golden Shield Project, is a sophisticated internet censorship and surveillance system implemented by the Chinese government to regulate and restrict the flow of information online.</p> <p>The Great Firewall of China operates by blocking access to various foreign websites and services that are deemed politically sensitive or deemed to contain harmful content according to the government's standards. This includes popular platforms like Google, Facebook, Twitter, and numerous international news outlets. The Chinese government heavily censors online content, including social media posts, news articles, and search engine results, to control the narrative and prevent the spread of information that challenges its political ideology or threatens social stability.</p>

	<p>This extensive censorship and surveillance system have had a profound impact on the ability of Chinese citizens to freely express their opinions and access unbiased information. It has created significant limitations on the freedom of expression and has restricted the ability of individuals to communicate and access a diverse range of viewpoints. The Great Firewall has also affected businesses, researchers, and journalists operating within China, as they must navigate stringent restrictions and face the risk of their content being censored or blocked.</p> <p>Despite the challenges posed by the Great Firewall, some individuals and organizations continue to find ways to circumvent these restrictions through the use of virtual private networks (VPNs) and other technologies. Nevertheless, the existence of the Great Firewall of China stands as a prominent and ongoing example of the suppression of freedom of expression in the digital era, illustrating the challenges faced by those seeking to express dissenting views or access unrestricted information in an environment characterized by extensive state control and censorship.</p>
<p>ROLE PLAY</p>	<p>Title: "Digital Dialogues: Protecting Freedom of Opinion and Expression"</p> <p>Objective: Raise awareness among the students about the importance of freedom of opinion and expression in the digital age, and encourage responsible online behavior.</p> <p>This role-play exercise is designed to engage participants in a discussion about freedom of opinion and expression in the digital age. It allows them to explore different perspectives and the responsibilities that come with expressing oneself online. It also encourages critical thinking and self-reflection regarding online behavior.</p> <p>Duration: 30-40 minutes</p> <p>Roles:</p> <ol style="list-style-type: none"> 1. Moderator (the teacher) 2. Digital Rights Advocates 3. Social Media Influencers 4. Concerned Citizens

Setting:

A simulated online discussion or social media platform.

Outline:

1. Introduction (5 minutes)

- The moderator sets the stage and explains the purpose of the role-play: to discuss freedom of opinion and expression in the digital age.
- Briefly introduces the aforementioned roles and their attitude (see below)

2. Scenario Setup (10 minutes)

- The moderator presents a scenario: a controversial post, or marketing campaign on Social media that has sparked intense online discussions. You may find inspiration at the following links:
 - [10 Social Media Controversies That Landed Students in Trouble This School Year](#)
 - [Shockingly Good: The 5 Most Controversial Marketing Campaigns According to Social Media](#)
 - [27 times influencers were called out for controversies and weird behavior in 2019](#)
- Then the moderator divides the participants evenly into their roles (all digital rights advocates together, all social media managers together, etc.) and gives 5 minutes to reflect on what they could shout out during the activity. Specifically:

3. Discussion and Role-Play (15 minutes)

- The participants engage in a simulated online discussion.
 - The Digital Rights Advocates express concerns about possible infringements on freedom of expression.
 - The Concerned Citizen is upset about the content and believes it should be removed.
 - The Social Media Influencer defends their right to express their opinion, emphasizing freedom of expression.

- The Digital Rights Advocate highlights the importance of free speech, but also the responsibility that comes with it.
- The Concerned Citizen argues for the removal of the content, citing harm and offense.
- The conversation becomes heated and reflects real-world online discussions.

4. Debrief and Reflection (10 minutes)

The moderator facilitates a discussion on the role-play experience:

- Ask participants how they felt during the discussion.
- Discuss the challenges of balancing freedom of expression with responsible behavior.
- Emphasize the importance of respectful dialogue and fact-checking in the digital age.
- Highlight the impact of digital content on real-world events and people.
- Encourage participants to reflect on their own online behavior and the responsibility that comes with freedom of expression.
- Summarize the key takeaways and reinforce the importance of responsible online behavior.
- Provide resources for participants to learn more about digital rights, fact-checking, and responsible social media use.
- Conclude with a reminder that digital platforms should be spaces for constructive dialogue and the exchange of ideas while respecting others' opinions and rights.