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Erasmus+ Programme
of the European Union



GLOBAL CITIZENSHIP FOR HUMAN RIGHTS

Human Rights Defenders

Tool Description

Title**HUMAN RIGHTS DEFENDERS MAZE GAME****Summary**

Playing is easy, just find the shortest route through the maze of the Human Rights Defenders and you'll be the winner. This game is designed for 2-4 players, and the aim is to reach all your tasks (Human Rights Defenders), using the shortest possible route through the labyrinth. But there's a twist; the structure of the labyrinth can change at any time as players manipulate the route to either make a path easier for themselves, or block that of an opponent.

Learning objectives

- to learn more about human rights defenders and their contribution to the improvements of human rights
- to develop empathy related to human rights defenders and their oppressions in the societies worldwide
- to support players to understand human rights, value human rights, and take responsibility for respecting, defending, and promoting human rights.

Target audience, profile of participants

15+

Group size: For 2 or 4 players or teams

Time

45 – 60 minutes

Level (of difficulties)

2

Materials

- Instructions how to play
- 1 game board with 16 fixed path tiles
- 34 square path tiles
- 24 task (Human Rights Defender) cards
- 72 question cards

- 4 playing pieces (different colours)

Instructions and rules

Set

Shuffle the path tiles, face down, and place them face up on the empty spaces of the game board to form a random maze of paths.

There should be one path tile remaining.

Lay it face up next to the game board and use it later in the game to replace tiles that have been moved off the board.

Up

Shuffle the 24 task (human rights defenders) cards and divide them evenly among the players.

Each player lays his task (human rights defender) cards down in front of them on the table in a pile without looking at them.

Each player chooses one of the 4 playing pieces and places it on its own colour in one of the four corners of the game board.

Ready to go!

How to play

Each player looks at the first card of their stack of task cards without showing it to the other players. Now you try to get to the square showing the same task (human rights defender name) as on your card.

The last player to go on a task (human rights defender name) tile goes first with play continuing in a clockwise direction.

A turn is always made up of two steps:

1. Move the maze

2. Move your playing piece

plus additional step when you find your Human Rights Defender

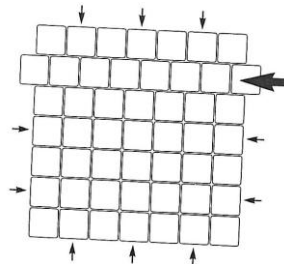
3. Answer the question

On your turn, try to move your playing piece to the task (human rights defender name) tiles in the labyrinth showing on your card. First, insert the path tile lying next to the game board and then move your piece on the board.

1. Moving the Maze

There are 12 arrows along the edge of the board. They are marking the rows where you can insert the path tile into the maze.

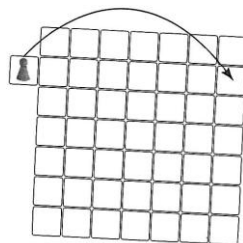
On your turn, insert the extra path tile into the maze where one of the arrows is, until another path tile is pushed out of the maze on the opposite side.



The only exception: The path tile cannot be inserted back into the board at the same place where it was pushed out.

Hint: To better remember where you are not allowed to slide the path tile, leave the tile where it is until it is used again.

If the path tile you push out has a playing piece on it, put this piece on the opposite side of the board on the path tile that was just placed. Moving this piece does **not** count as your turn!



Important: You must move the maze before you can move your playing piece. Even if you can get to the human rights defender you are looking for without moving the maze.

The player inserts the extra path tile into the game board before moving their playing piece, and so on.

2. Moving Your Playing Piece

Once you have moved the maze, you can move your playing piece. You can occupy any square that you can move your piece to directly, without interruption. You can move your playing piece as far as you like. Or, you can leave your playing piece where it is.

Hint: If you are unable to get to the human rights defender you are searching for, you can move your playing piece into a position that gives you a good starting point for your next turn. Or, you can leave your playing piece where it is.

Now it's the next player's turn. This player inserts the extra path tile into the game board before moving their playing piece, and so on.

3.

Once you find the human rights defender you are looking for, you need to answer the question related to Human Rights Defenders involved in the game from the Question Card Desk. The question will be read out by the player with the left side. Correct answer is bolded on the card.

- a) If the player answers the question correctly then the Human Rights Defender Card faces up and places it in front of them.

Therefore, look at your next task (card with human rights defender name).
On your next turn, find your way to this defender on the game board.

- b) If the answer is wrong the player can not face up the Human Rights Defender card and wait till the next turn to attempt to reach the same Human Rights Defender

(There are possibilities that other players by moving their tiles can take away from the Human Rights Defender field that the previous player has wanted to reach).

Ending the Game

The game is over as soon as a player has turned over all their Human defender cards and returned their playing piece to its starting position.

The first player to do this is the winner.

Tips for facilitators

- Familiarize yourself with the human rights defenders in the game
- Keep in mind that this game also has a competitively manipulative character and makes it clear that the rules must be followed.
- Encourage participants to answer questions freely, and in case of mistakes, allow others to help
- Don't forget to remind players about the main objectives of the game and the purposes of the game.
- Allow players to express their emotions when meeting human rights defenders or share which one they identify with the most easily.

Debriefing

Ask the participants what they feel about the

questions

process they have been through:

- How did you feel playing this game?
- How difficult was playing this game from an aspect of initial knowledge before playing?
- What did you learn about human rights from this game?
- What are the consequences that human rights defenders face by promoting human rights and publicly reporting violations of human rights?
- Could you make a difference among the threats that human rights defenders, their families and friends are facing?
- Why is the importance of speaking up for Human Rights?
- How do you perceive the guarantee of human rights and who should guarantee them and in which way?
- Could you recognize the negative impact when states do not take responsibility to protect human rights defenders and outline the positive impact when states defend human rights defenders?
- Could you describe how you can take action to defend your rights and those of others?

Variations

N/A

References

<https://humanrightsheroes.blogspot.com/search/label/HUMAN%20RIGHTS%20HEROES>

<https://www.ravensburger.us/products/games/award-winning-games/labvrinth-26448/index.html>

About Project

In many countries in Europe and around the world basic democratic rights are rejected and questioned, large groups in our societies are still promoting intolerance, segregation even authoritarian rule, while right-wing ideologies spreading the values that deny human rights to certain societal groups minimize democracy values at all levels. All of these challenges largely affect the basics of solidarity and democratic living together, they are contributing to a resurgence of nationalism which are increasing those challenges even more.

HRE is recognized by consortium as an effective strategy to prevent HR abuses and due to that all synergies among partners will be induced in order to equip youth workers for HRE and train multiplier agents how to organize educational activities on local level.

Objectives:

- To build capacities of the partner organization for planning and running activities related to Human Rights Education - HRE and interreligious dialogue
- To equip youth workers for HRE and train multipliers how to organize educational activities on local level
- promote different positive and effective approaches of HRE in all partner countries and their realities
- To develop competences of youth workers, leaders and trainers needed for working in HRE and intercultural and inter-religious societies.
- To share good practices in the field of HRE and using tools and methods for running NFE activities on local level
- To explore, create and share relevant and effective tools working in a field of HRE and interreligious dialogue as well to provide opportunity to testing these methods in practice
- To create new tools and manuals for HRE
- To stimulate the dialogue and discussion among different participants/stakeholders (representatives of institutions, OCD's, youth, etc.) on local level and building strong networking.



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