

<p>Title of the practice</p>	<p>Spotted: Human Rights' Violations</p>
<p>Learning objectives</p> <p>General Information: On 10 December 1948, the General Assembly of the United Nations announced the Universal Declaration of Human Rights (UDHR) - 30 rights and freedoms that belong to all of us. Seven decades on and the rights they included continue to form the basis for all international human rights law. The Convention for the Protection of Human Rights and Fundamental Freedoms, better known as the European Convention on Human Rights, was opened for signature in Rome on 4 November 1950 and came into force on 3 September 1953. It was the first instrument to give effect to certain of the rights stated in the Universal Declaration of Human Rights and make them binding.</p> <p>Description: This tool is designed to show participants 14 fundamentals (themes) of the European Convention on Human Rights , the impact violating these fundamentals has on their lives, and samples of individuals seeking their rights. Thus, by seeing more than one case, the participants will both reinforce the fundamentals and be more conscious of the rights violations they encounter in their daily lives.</p>	<ul style="list-style-type: none"> • To develop skills in using and analyzing information regarding human rights violations. • To instill feelings of respect and responsibility towards human rights, to raise curiosity about human rights. • To develop deeper understanding of Human Rights with cases and judgments of the European Court for Human rights • To be more familiar with cases and situations where individuals' human rights have been violated • <i>To stimulate cooperation and group work.</i>
<p>Target audience, profile of participants</p>	<p>From 18 to up Group size: from 2 to max 7 players or teams</p>

Time	60-90 min
Level (of difficulties)	Level 2
Summary of activity	In this game, participants will match human rights with cases. The issues to be addressed are briefly the 14 fundamental rights out of 30.
Instructions and rules	<ul style="list-style-type: none"> ● There are 70 cases and 14 fundamentals in total. ● All cards are divided into 8 decks of different colors. One of the decks belongs to the fundamentals. ● Seven of the decks contain different cases that have been heard before in the Strasbourg Court regarding different fundamentals. ● The cards on which the fundamentals are written are hung on a wall with a space between them. ● Depending on the total number of participants, the facilitator divides the participants into groups with a minimum of 2 and a maximum of 7 people per group. (The game can be played with a maximum of 7 groups.) ● The facilitator gives the deck in a color on which the cases are written to the groups they divide. Facilitator gives each group a different colored deck. (for ex: pink deck to first group, blue deck to second group etc.) ● After the facilitator gives the decks to the group, the facilitator gives the groups time to discuss which fundamentals their cases match.

	<p>And the facilitator asks them to hang each case under the matching fundamental.</p> <ul style="list-style-type: none"> ● After each group hangs all the cases in their hands, the facilitator asks one person from each group to come and explain their case and why they match that fundamental to the others. ● After each group leader's explanation, the facilitator asks the other participants if they agree or not, and whether that case matches another fundamental. The facilitator will check if their answer is correct or not. ● This continues until all groups have finished their presentation. ● After all, groups have finished their presentations, the facilitator recaps the topic, gives information about fundamentals, and closes the session.
<p>Tips for facilitators</p>	<p>-This is a very simple activity to facilitate. Be sure to read all the cards before starting the activity. Know ahead of time which card matches with which fundamental theme. In this way you can guide the groups and verify the matched cards when describing what to do in the session, you can explain the rules by showing a pair of matching cards.</p> <p>-Moreover, the general information given above should be given to the participants before starting to activity as well.</p>
<p>Debriefing questions</p>	<ul style="list-style-type: none"> ● How did you feel during the activity? ● What was the most surprising or/and interesting thing for you? ● Have you ever experienced something similar? Would you like to share it? ● What did you learn with this

	activity?
Variations	<p><i>If the facilitator would like to continue the tool with following session;</i></p> <ul style="list-style-type: none"> • Each deck have 2 more empty cards, • The facilitator gives the empty cards to the groups and asks them to discuss within the group whether they have come across a similar situation in their own environment and asks them to prepare a case that can set an example for the situation they came across or for these cases. • After each group has prepared their own case, they make their presentations and the session ends. • The facilitator and the group will make discussion on the fundamental that the case is matching
Handout	<ul style="list-style-type: none"> • Instructions card • 70 case cards • 14 fundamental cards • 14 empty cards
References	<p>https://www.coe.int/en/web/impact-convention-human-rights/ https://www.echr.coe.int/Documents/Convention_Instrument_ENG.pdf https://www.echr.coe.int/documents/convention_eng.pdf https://www.un.org/en/</p>

