

Title of the practice	PEACE JOURNEY
Learning objectives	To explore general issues of human rights and learn about religious and cultural diversity in Indonesia
Target audience, profile of participants	Group size 2-6 aged 13 - 25 Junior high school until university students
Time	60-90 Minutes
Level (of difficulties)	2-3
Summary of activity	<p>This game is played individually and accompanied by one facilitator. The game uses board games placed on other tables / pedestals. Players will be symbolized by medallions with different colors.</p> <p>Before starting the game, the facilitator will read out the game instructions. The facilitator will read the question according to the number obtained by the participant.</p> <p>The game is started by the player who manages to get the highest number when throwing the dice, and continues with the next player in the order of the dice numbers owned.</p> <p>The game will be completed if the duration of the game time has expired.</p> <p>Once the game is finished, the facilitator will lead the debriefing session.</p>
Instructions and rules	<p>This game has one mission which is to collect six different pieces of peace individually.</p> <p>How to Play</p> <p>The participants:</p> <ol style="list-style-type: none"> 1. Gather in the peace land circle 2. Decide the order of the play by using a numbered dice. 3. Roll the dice! The highest number go first and so on.

	<ol style="list-style-type: none"> 4. Roll the pictured dice! Reach the piece of peace according to the appearing color, feel free to choose any piece. Or, flick the medallion to the desired piece of peace. If it stops imprecisely, choose the closest one. Reach it! 5. Respond to the piece of peace where you stop. <p>The Rules:</p> <ol style="list-style-type: none"> 1. Every correct answer will be given one token in accordance to the piece of peace responded. 2. Wrong or imprecise answers do not get a token. 3. Three same tokens can be changed for one another type of piece of peace. If you respond correctly, you get a token and the offered tokens are put into storage of expired tokens. But if you respond wrong or imprecisely, you lose two of the offered tokens. 4. A player who collects six different pieces of peace completely first wins the game. 5. After one player wins, the other players can continue the game until win or the available time limit.
Tips for facilitators	<ol style="list-style-type: none"> 1. Prepare yourself by reading the question and answers 2. Supply yourself with main information related to the all topic of the game 3. Be patient and stimulate dialogues in the group with respecting ground rules in order to create safe environment and supportive approach 4. Do not forget to remind players about the main objectives of this game and learning purposes of the game.
Debriefing questions	<p>What do you feel playing the game?</p> <p>What do you learn from the game?</p> <p>What do you like the most about the game?</p> <p>What is/are to improve the game?</p> <p>From 1-5, on what number does this game develop your understanding about human right issues related to religious and cultural diversity in Indonesia?</p>

Handout	Ten pictures of house of worship Challenge cards (7 pictures of Indonesian president) 10 pictures for “picture” categories question. 60 tokens Two numbered dice One pictured dice
References	