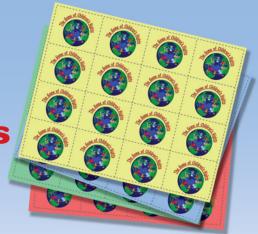


The Happy Wisdom Game of Children's Rights



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A simple to play fun game to make kids and adults aware of children's rights and the right of others based on the international UN Convention of the rights of the child. Enjoy quality family time while strengthening social and life skills. Ideal also for teachers and to share ideas. Ages 5-105.

Contains: 48 Tell about your rights cards of 4 categories: 16 Right To Be Healthy (Green), 16 Right To Be Safe (Yellow), 16 Right To Be Heard (Red), 16 Right To Be Yourself (Blue); 42 cards of UN Convention on the Rights of the Child Articles (in a simple and user friendly language); 16 DID YOU KNOW? cards giving information about current challenges facing children (pink marble cards); 8 tokens of 4 colors, 2 dice, a Wisdom board Game (Children Wheel of Rights). Instructions 2 GAMES.

Aim: Win 4 cards (1 from each category RIGHT TO BE HEALTHY (Green), RIGHT TO BE SAFE (Yellow), RIGHT TO BE HEARD (Red), RIGHT TO BE YOURSELF) plus 10 UN Convention Children Rights AND 2 cards DID YOU KNOW?, then correctly predict odd or even by throwing the die.

Preparation:

- 1. Detach the different cards and place on board according to the colors; Everybody gets two pawns of the same color.
- Each player puts one pawn in a space START (with arrow), the other pawn is used a right to speak token (RS) to place at the center of the board to also answer the question for the round.Each player rolls the dice, HIGH-EST roll starts.

PLAY FAIR! 5 easy steps:

- Throw the dice and move the number of spaces by adding or subtracting the dice. But you can't land on a square already occupied. Throw a double six (6) or five (5) and miss a turn.
- 2. The player on your left is the Judge for the round. He/she picks up the Tell About –card corresponding to the colour of the category and reads it aloud. Don't answer yet! The judge gives 10 seconds for the other players to indicate if they wish to participate answer the question, by putting their right to speak token (RS) in the center of the board, to win a laurel.(could count till ten or use watch or timer)
- 3. Now, the first player has 15 seconds to express an opinion backed by a reason to earn the card and a UN Rights card. If the judge rejects the an-

swer the player may contest and the group votes according to the game's criteria of a good reason (see below). If the judge's ruling is maintained the player loses 2-laurels! So do not contest needlessly.

4. Next, the players who placed their RS tokens, in clockwise turn take back their RS and provide a different answer in order to win a Right's card. A different answer is not just another example of the same idea. So listen carefully to what's said, in order to add something, by changing the context thinking creatively outside the box!

Lucky draw: If the UN Rights card matches a number of the Tell About card, read the rights card and play again.

Penalty: Give back a Rights card

Special spaces:

Pink (White or Marble zone) Pick up a DID YOU KNOW? card

Criteria of a good reason:

It is based on a fact or a plausible example.

5. Next round begins with the player on the left (the judge of the previous round; same steps 1-4 are repeated with a new judge being the first player of previous round.

Option: Have an independent judge with younger players).

Penalty: Give back for interrupting or showing disrespect.

Special Spaces:

Arrow: START and throw again **Sigma** (Σ) (Greek letter S for Sophia "Wisdom"): (CHOOSE CATEGORY) **Pink** (Marble Zone): Pick up a DID YOU KNOW?

GAME-II:

ADVANCED LEVEL: LAST GOOD ANSWER WINS!

Same as Game-I, except that only one laurel is awarded per round to the last player who provides a good answer. The first player still gets the card for having given a good answer.

To win the player must recall all the different answers given for that round then throw the die to predict correctly.

Children's Rights Wisdom game version, Pocket Children's Rights and Tell About game about Children's rights Copyright 2014 George Ghanotakis, B.ED,. LL.B, PH.D. www. Institutphilos.com



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