



# THE SNAKE OF JUSTICE

### NAME OF THE GAME:

The Snake of Justice

### THEME:

Justice

### COMPLEXITY:

The game is suitable for children from 13 to 15 years old

### GROUP SIZE:

The whole class can be included, ideally to 6 pairs (because of the blackboard's size)

### TIME:

2 school hours

### RELATED THEMES/RIGHTS:

- solidarity
- equality
- freedom
- dignity

### OBJECTIVES:

- understanding children's/human rights and commitments
- knowledge of abstract terms, symbols, institutions, documents and occupations related to the subject of justice
- developing the sense for equality, solidarity, justice, tolerance throughout respecting the rules of the game

### MATERIALS:

- printed board for the game - size A4

- printed cards with terms
- small skittles (as many as there are couples)
- 1 dice with numbers from 1 to 6
- a sand clock or a timer
- paper and pen (for the drawing version)

### PREPARATION:

- prepare a table or some straight surface on the floor (carpet...)
- prepare a board and cards with terms
- learn/revise children's and human rights
- learn/revise abstract terms, symbols, institutions, documents and occupations related to the subject of justice
- use books, encyclopedia, Internet...

### INSTRUCTIONS:

- pupils are divided in couples and every couple chooses their skittle
- all pupils start the game on the Start field
- every couple throws the dice and the one who gets the biggest number is the first to start
- couples throw the dice one after the other (clockwise) and move for the number of places which the dice shows
- one member of the couple takes one card out so that the others cannot see which terms are written on it
- the game can be played in two ways - with images or words
- if it's played with images, the member of the couple who took out the card has to draw the term to his/her partner on the color of background on which the skittle was after throwing the dice. The partner has to guess correctly the term within 2 minutes which are

measured by the teacher. The couple stays on the position in which they came with the previous dice throwing. If the partner doesn't guess, the couple goes back on the field where they were before throwing the dice.

- If the game is played with words then the member of the couple who took out the card has to explain the term from the card to his/her partner, on the background color where the skittle came after throwing the dice. It is not allowed to use the word which has the same root as the word which has to be guessed. The partner has to guess the term correctly within two minutes which the teacher measures and in this case the couple remains on the same position where they came by the previous throwing. If the partner doesn't guess, the couple returns back to the field where they were before throwing the dice.
- in both cases, the member of the couple which takes the card out has the right to say to the partner about which category it is about, which is shown on the top of the card
- the partners exchange the roles in every round
- the winner is the couple who gets to the goal first