

**SOLIDARIZE
WITH ME**

NAME OF THE GAME:

SOLIDARIZE WITH ME

THEME:

Solidarity

COMPLEXITY:

The game is appropriated for children from 7 to 12 years old

GROUP SIZE:

Minimum 6 pupils

TIME:

Two school periods

RELATED THEMES/RIGHTS:

- justice
- citizenship
- freedom
- dignity
- equality

OBJECTIVES:

Solidarity is the willingness to help and give mutual support within the group. The goal of this game is to understand what solidarity is, raise the awareness of the existence of differences and the importance of behaving with solidarity towards others (helping, understanding, care, etc.).

MATERIALS:

You need 3 stopwatches, one for the teacher and 2 for the examiners when they need to give a sign to the helpers who then may start helping the players. Besides that, every group needs:

the 1st round:

- a blindfold
- printed cards (station A)
- printed cards (station B)
- calculator (station B)

the 2nd round:

- ear plugs
- laptop with access to the Internet so that you can listen the anthem or the CD with the anthems of Spain, Cyprus, Italy, Croatia, Turkey, Germany and Northern Ireland (station A)
- printed cards (station B)
- printed cards (station C)

the 3rd round:

- armband
- printed heart on paper and scissors (station A)
- a rope 1 m long (station B)
- paper and a pencil (station C)

the 4th round:

- a band for legs

the 5th round:

- printed cards (station A)
- printed cards (station B)
- printed cards (station C)

the 6th round:

- gloves or an armband
- a thicker book (station A)
- paper (station B)
- paper and a calliper (station C)

PREPARATION:

- prepare the stations A, B and C
- prepare the cards
- prepare all the required material
- prepare a laptop and a projector for the projection of the rules of the game

INSTRUCTIONS:

The competition involves pupils on a voluntary basis.

The class is divided into two groups (minimum three pupils per group). The game consists of 6 rounds and 3 pupils are chosen in every round: 1 player, 1 helper and 1 supervisor. If there are 3 pupils in every group, then the pupils exchange roles.

Before every round, the teacher chooses the player, helper and supervisor for both groups and explains what the player has to do, what can the helper do, and what's the role of the supervisor. In every round the player has to do three activities, the helper helps him in a specific way but in certain activities (stated below) only after 15 seconds. The helpers measure the time when they can start helping, by themselves. The supervisor in every group controls that the other group plays by the rules.

In every round, the teacher measures the time necessary for the completion of all three activities of the round.

If the supervisor points out that the group doesn't play by the rules, the group gets a 10 seconds penalty. The examiner can report the group as many times as the group has broken the rules.

If the player doesn't know the solution, the supervisor of the other group reports it and the group gets a 60 second penalty.

At the end of each round, the teacher writes the time on the board or on a piece of paper.

The room in which the game is played (classroom, gym) has 3 stations for all rounds of the game, stations A, B and C, which are defined before the game starts.

The 1st ROUND



A player, a helper and a supervisor are chosen from each group.
The player is blindfolded.

The player:

1. Has to reach station A with the help of the helper, but only after 15 seconds. When he reaches it, he takes a card with a mathematical character imprinted, out of the box. The helper describes which mathematical character is imprinted until the player guesses the correct answer.
2. Has to reach station B with the help of the helper, but only after 15 seconds. When he reaches it, he takes a card with a product of two three-digit numbers written on it, out of the box. The helper reads the product to the player, the player takes the calculator that's inside the box, and calculates it. The helper helps him, by directing the player towards the keys on the calculator, using only words.
3. Has to reach station C, with the help of the helper, but only after 15 seconds. When the player reaches station C, the measuring of the first round is finished.

The helper can:

1. Direct the player to reach station A after 15 seconds, using only words. Describe a term written on the card without giving the correct answer to the player.
2. Direct the player to reach station B after 15 seconds, using only words.
Help the player using words while the latter uses a calculator (up, down, left, right, press, etc.).
Tell the solution.
3. Direct the player to reach the station C after 15 seconds, using only words.

The 2nd ROUND



A player, a helper and a supervisor are chosen from each group.
The player puts earplugs.

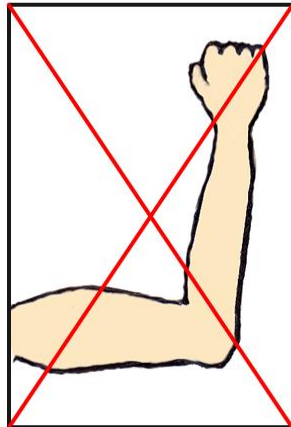
The player:

1. Has to reach station A. When he reaches it, the anthem of a country starts playing (Cyprus, Turkey, Northern Ireland, Croatia, Italy, Germany, Spain). The helper "draws" the letters in the air, giving the player the solution, until the player guesses.
2. Has to reach station B. When he reaches it, the helper draws out of the box a card with a famous sight drawn on it. The helper tells the player which sight is drawn and the player tries to guess the answer by reading his lips.
3. Has to reach station C. When he reaches it, the helper draws out of the box a card with an instrument drawn on it. The helper mimes to the player which instrument is drawn, until the player guesses. At that moment the measuring of the second round ends.

The helper can:

1. Use his hands for "writing" letters in the air so that the player could guess the country whose anthem is played.
2. Tell the solution of the term on the card as many times as the player needs to guess.
3. Mime to the player which instrument is drawn on the card.

The 3rd ROUND



A player, a helper and a supervisor are chosen from each group.
The hand that the player uses for writing is tied so that he can't use it.

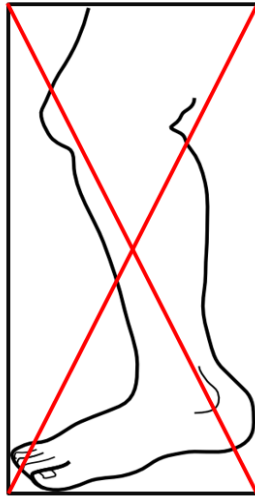
The player:

1. Has to reach station A, where a printed heart on a piece of paper and scissors are. The player has to cut out the heart using just the "free" arm. The helper can help the player only after 15 seconds, by holding the paper and by moving it if necessary, until the player cuts out the heart.
2. Has to reach station B, where a 1m rope is situated. The player has to make three knots on the rope using just the "free" arm. The helper can help the player only after 15 seconds, using just one arm, until the player succeeds with tying three knots.
3. Has to reach station C, where a pencil and a piece of paper are situated. The player has to use the "free" arm and write SOLIDARITY on a piece of paper. The moment the player writes the word, the measuring of the third round finishes.

The helper can:

1. Hold the paper for the player and move it if necessary, but only after 15 seconds.
2. Hold the rope with one hand, but only after 15 seconds.
3. Help in any possible way, but can't write instead of the player.

The 4th ROUND



A player, a helper and a supervisor are chosen from each group.
One of the player's legs is tied so that he can't use it.

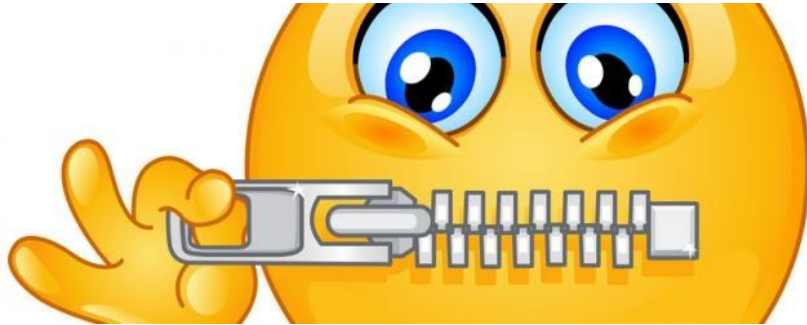
The player:

1. Has to reach station A. The helper can help the player, but only after 15 seconds, holding him. When the player reaches station A, he has to do three squats.
2. Has to reach station B. The helper can help the player only after 15 seconds, holding him. When the player reaches station B, he has to turn around his axis twice.
3. Has to reach station C. The helper can help the player only after 15 seconds, holding him. When the player reaches station C, the measuring of the fourth round ends.

The helper can:

1. Hold the player but only after 15 seconds.
2. Hold the player but only after 15 seconds.
3. Hold the player but only after 15 seconds.

The 5th ROUND



A player, a helper and a supervisor are chosen from each group.
The player is not allowed to speak in this round.

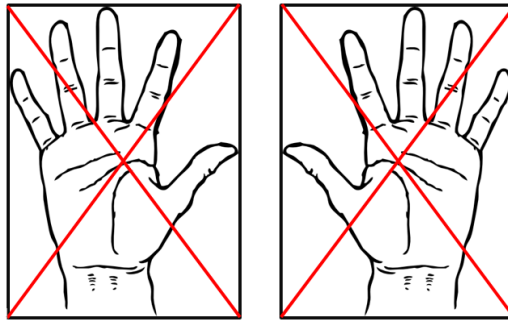
The player:

1. Has to reach station A. When he reaches it, he draws a card with a question out of the box and gives the answer by miming it. The helper has to guess what the player is miming and give his answer.
2. Has to reach station B. When he reaches it, he draws a card with a question out of the box and he writes the answer on a piece of paper.
3. Has to reach station C. When he reaches it, he draws the question out of the box and answers the question by "writing" the letters in the air. When the helper guesses the correct answer without seeing the question, the measuring of this round ends.

The helper can:

1. Tell the answer aloud.
2. Help in any way except by writing the answer on a piece of paper instead of the player.
3. „Read“ what the player „writes“ in the air and tell the answer aloud.

The 6th ROUND



A player, a helper and a supervisor are chosen from each group.

The player can't use his fingers in this round, so fingers have to be wrapped or put in mittens.

The player:

1. Has to reach station A, where a book is situated. The player has to open the book on the page which the supervisor of the other group suggests. The helper can help him but only after 15 seconds, without touching the book.
2. Has to reach station B, where a piece of paper is situated. The player has to make an airplane out of the piece of paper. The helper can help him but only after 15 seconds, without touching the piece of paper.
3. Has to reach station C, where a piece of paper and a caliper are situated. The player has to draw a circle on a piece of paper using the caliper. The helper can help him but only after 15 seconds, without touching the caliper. When the player draws the circle, the measuring of the sixth round ends.

The helper can:

1. Help the player after 15 seconds without touching the book.
2. Help the player after 15 seconds without touching the piece of paper.
3. Help the player after 15 seconds without touching the caliper.

After all the rounds have been played, the teacher sums up the timing of each round. The winner is the group that has done all the activities of all six rounds in less time.