

Let's sketch it! Poverty-free game collection

Discover the Poverty-free game collection game, fostering creativity while discussing access to leisure activities for all. Use the general guidelines below to build your own vision of this playful activity in your classroom or at home with your kids!



Societal challenge to be approached/solved during the game

Many socially accepted leisure activities (or those considered as a 'norm') and even many forms of play (computer games, board games, etc.) come with real costs: visiting theme parks, playing most sports, indoor playgrounds, cultural activities, etc. People from poorer backgrounds are often excluded from social life, just because they cannot afford to join such activities. Especially for children this social exclusion often comes with a decrease of wellbeing. In order to combat these inequalities children need to be aware that many leisure and play activities are not accessible for everyone.

Linked SDGs



UNESCO
EDUCATION



Game target & pre-requisites

6 - 12 years old

Outdoor/Indoor

Writing alone

Work alone/in group

Feasible at home

In the classroom

Describe the game universe

This activity can be implemented in different modes: individual participant, group work, cooperation between generations or competition.

This activity can take place once or over a the course of a longer period (either with the same people or different individuals or groups building upon the collections of their predecessors)

What makes the player moves forward? How is the game organised? What are the strategies to win/collaborate?

Children are asked to create a collection of games and leisure activities that don't cost anything and don't require any items other than low-cost household items (depending on the framework and age of the children, these rules can be modified: a ball can be considered as a household item or already as something that has to be purchased and therefore is off-limits for this activity).

E.g.: hopscotch, finding cloud animals, hide and seek, making a flower crown, building a tower out of stones, etc.

Several additional rules can be implemented such as how to manage the resources between the children, enabling to create a share market to enlarge the game collection.



Skills and competencies targeted by the game

Understand representation of the world

Adopt ethical and responsible behavior

Imagine

Cooperate and pool

Pedagogical interest

Children generally have a strong awareness of inequality, however often they don't realize that not everyone can afford the same as they do. Carefully making them aware of their privileges, along with providing them a practical task/tool to combat inequality, shows that they can make a difference towards society. This activity channels their creativity, while also encourages them to reflect upon their own living standards. For children from low-income background this activity offer the opportunity to fully participate and foster understanding of their situation without singling them out.