

Let's sketch it! Building communities

Discover the Building communities game, addressing active citizenship and inclusive cities. Use the general guidelines below to build your own vision of this playful activity in your classroom or at home with your kids!



SDG
SOCIAL COMMITMENT

Societal challenge to be approached/solved during the game. Living in a community today means sharing rules of behavior and being aware of our rights and duties. By educating in active citizenship, the common good, the game wants to establish a bridge with the local area, the city, and the problems that affect the life of the community. It aims to make kids aware of their rights and duties and to strengthen their sense of full membership in civil society. How can a citizen who is aware of his rights and duties express himself and act in his community? What are the forms through which "active citizenship" is realized, especially for a kid? Main topics covered: active citizenship; inclusive cities; the role of each citizen within the community they live in, and how they can act to bring about change.



UNESCO
EDUCATION



GAME
PLAYFUL COMMITMENT

Game target & pre-requisites

8 - 12 years old

Reading /
Writing alone

Work alone/in
group

Feasible at
home

In the
classroom

Describe the game universe. Game inspired by: the Sims: https://en.wikipedia.org/wiki/The_Sims, Hotel: <https://www.ultraboardgames.com/hotel-tycoon/game-rules.php>. Building communities is a simulation game in which the player is asked to manage a city or a neighborhood, making a series of choices between, for example, which services to offer (regenerating a park, offering new cultural services such as a cinema, activating a bike-sharing service, etc.) and which activities to carry out to increase the well-being of local actors and citizens. Depending on the choices the player makes, he is rewarded with a score. The player can decide to form alliances with other local administrators/actors in those areas where his score is lower. The final goal of the game is to succeed in a management city system that is sustainable, inclusive, and careful to the needs of its citizens.

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

The player aims to have the best result in terms of (a) management of the area (city/neighborhood); (b) well-being of the community (inhabitants). He/she will have to achieve these objectives by managing the resources allocated to him/her at the start of the game randomly. In the first phase, the player chooses his or her management strategy, then forges alliances to strengthen his or her territory. Moreover, thanks to the alliances and the clever management of resources, he will manage to generate bonuses that will increase his/her chances of success (for example, the game will offer more points to the player who has generated satisfaction and happiness among the citizens).



PEDAGOGY
LEARNING COMMITMENT

Skills and competencies targeted by the game

Understand the rules of
living together

Adopt ethical and
responsible behavior

Imagine

Understand
representations of the
world

Cooperation and
responsibility towards
others

Calculate

Pedagogical interest

Stimulating in the player an active interest in the community life of his town or neighborhood. Make them understand that their role is an individual one in generating change and increasing the well-being of all. Be more aware of his rights (e. g. in terms of services offered) and duties (e. g. contribute to the maintenance of green areas).