

Card Games

Let's just play cards



Complexity



5-13 years



30 minutes



4-30



Human Rights

Type of activity

Simple games using cards from the Convention on the Rights of the Child (CRC).

Overview

Children “play” with the CRC cards and familiarise themselves with their rights.

Note: The cards for printing or copying can be found at the end of the manual.

Memory game

Materials and Preparation

- 1 set of CRC cards with articles only for each group of players
- 1 set of CRC cards with images only for each group of players

Instructions

1. Briefly run through the CRC picture cards with the children, checking that they know what each one represents. Show them that for each picture card there is a corresponding card with the CRC article. Give the children a little time to recall the article and the corresponding image – particularly if they have not used the cards before.
2. Divide the children into two or three groups, each with the same number of people. In each group, shuffle the two sets of cards together, and place them all on the floor with the texts and drawings face down. Tell the children that they should collect as many pairs as possible: a pair consists of an article with its corresponding image.
3. Groups take it in turns to turn over two cards. If they turn over a pair, they keep this pair and have another turn. If the cards don't “match” and there is no pair, they should put each card back, face down, in the same place; the turn then passes to someone from the next group. Groups should work as a team, but make sure that all the children have a go. The winning team is the one with most pairs. When all the cards have been paired up, ask each group to read their cards aloud.

Adaptation

For younger children, you could print two sets of CRC cards with images. They need to match identical images and try to describe the right it represents. Depending on the number and age of the children, you may decide to use just a selection of articles to make the game easier. For a large group, you may want to run two memory games parallel. You will have to prepare another set of articles and images in order to do this.

Human Rights pairs

Materials and Preparation

- 1 set of CRC cards with articles only
- 1 set of CRC cards with images only

(These can be found at the end of the manual)

Instructions

Shuffle the packs together. This will be enough for one group of five children (maximum). If you have more children, you will need to create more groups, and make another set of articles and images for each group.

1. Briefly run through the CRC picture cards with the children, checking that they know what each one represents. Show them that for each picture card there is a corresponding card with a CRC article. Give the children a little time for them to recall the article and the corresponding image – particularly if they have not used the cards before.
2. Divide the children into groups containing a maximum of five children per group, and ask them to sit in a circle. Hand out four cards to each child and place the rest in a pile in the middle of the group, face down. Tell the children that the object of the game is to collect pairs of Children's Rights cards, consisting of an article and the corresponding image.
3. Players take it in turns to ask another player in their group for a specific card – but they must already be holding its pair in order to ask. For example, if they hold the text of Article 3, they can ask another player for the corresponding image. If they hold the image of the article, they can ask for the corresponding text.
 - If the second player – the one who is asked – has the card, he/she hands it over to the first player – the one making the request. The first player then has another turn and can ask any player for another card.
 - If the second player does not have the card requested, then the first player picks up a card from the pile in the middle. The turn then passes to the second player, and he/she can now ask any other player for a specific card.
4. Play continues in this way until all the cards have been paired up. The player with the most cards wins.
5. At the end of the game, ask each player to read their cards aloud.

Adaptation

For younger children, you could print two sets of CRC image cards, and they need to ask for the same image to make a pair.

Pictionary

Materials and Preparation

- Print out a set of CRC cards with just the articles. Shuffle them.
- Paper and markers for each group

Instructions

1. Show each of the articles to the children, briefly explaining what they mean if they don't already know.
2. Divide the children into groups of three or four, and give them paper and markers. Tell them that one person in each group will be asked to communicate an article of the CRC to other members of his/her group without speaking. They can draw or write on the paper, and members of the team need to guess what it represents. The person communicating can nod or shake their head, but must not speak! All groups will be given the same article to guess.
3. Invite one person from each group to come up to you. Show them all a card to communicate. When you signal the start, those children should go back to their groups and start drawing while the rest of their team guesses.
4. When one team finishes, they score a point and all teams have to stop guessing for that article.
5. Each team should then send up another child to receive the next card, which they need to communicate to members of their team.
6. The team which has guessed the most articles after the set has been used up, wins.
7. At the end of the game, stick the drawings up on the wall.

Adaptation

You could run the same activity using gestures or mime instead of drawing.

For younger children who can't read yet, you could read the article out to them instead, making sure it is not audible for the team members who will be "guessing". You could also choose a selection of articles to focus on instead of going through the whole set of cards.

Evaluation and Debriefing

Discuss the activity using questions such as these:

- Was it fun playing the game(s)? Why or why not?
- Did you prefer competing as a team or as an individual? Why?
- How was the winner decided? Was it based on skill, strategy or luck? Did you need to know the CRC to play the game?
- Are some of the articles harder to express in a picture or image? Which ones and why?
- Are human rights something that you or other children "win"? What are they?
- Did you learn anything new about the CRC by playing the game? Are there any of the rights that you would like to know more about? Which ones and why?

Follow-Up

These card games are good activities for the children to familiarise themselves with the different articles of the CRC; however, to understand the articles further and how the rights on them are violated or enjoyed by children everywhere, other activities from *Compasito* should be used afterwards. Check the summary of activities to find some which relate to the themes you or the group want to explore further.

Tips for Facilitators

These cards can be used for the following activities, and for many others in *Compasito*. Some activities require the pictures and text, some require picture only, and some require text only. Depending on which activities you are planning to run, you may need to create various sets of cards.

Ideas for Action

Ask the children to look at board games or card games they already play at home or in the community to see if there are any that don't respect human rights. You could ask the children to rewrite the rules or adapt the material and contents of the game to make it respect human rights, and then to invite other children to play the 'new' game together with them. Alternatively, the children can create their own new CRC card game and invite other children to play it with them.