

Sailing to a New Land

What will you throw overboard?



Complexity



7-13 years



45 minutes



8-30



Health



Migration



Human Rights

Type of activity	Prioritising, discussion
Overview	The children imagine they are sailing to a new continent, but to get there they must choose to cast non-essential items overboard.
Objectives	<ul style="list-style-type: none"> • To evaluate what is essential for survival and development • To differentiate between wants and needs • To connect human needs and human rights
Preparation	Copy and cut out a set of 'Wants' and 'Needs' cards for each group; place together in one envelope for each group.
Materials	<ul style="list-style-type: none"> • Envelopes • Copies of 'Wants' and 'Needs' cards, including 1 larger copy for the facilitator • Glue or sticky tape, and sheets of scrap paper

Instructions

1. Ask the children to imagine that they are about to set sail to a new continent. There are no people living there now, so when they arrive, they will be pioneers establishing a new country.
2. Divide the children into small groups and give each group an envelope with all the 'Wants' and 'Needs' cards, explaining that these are the things they are packing to take with them for life in the new country. Ask the groups to open their envelopes, spread out the cards and spend a few minutes looking over them.

Variation: Provide a few blank cards and give the children an opportunity to add some additional things they think they might need or would like to have.

3. Explain that the boat is setting sail now and begin a narrative like this:

At first, the trip is very pleasant. The sun is shining, and the sea is calm. However, a big storm suddenly arises, and the ship starts rocking. In fact, it's about to sink! You must throw three of your cards overboard to keep the boat afloat.

Ask each group to decide what to give up. Explain that they won't be able to get these things back later. Collect the cards which have been "thrown overboard" and put them together in one pile. If some groups choose the same cards, use your large copy of the card to emphasise that this need was chosen by more than one group.

4. Return to the narrative:

At last the storm is over. Everyone is very relieved. However, a weather report comes that a Category 5 hurricane is heading straight for the ship. If you are going to survive the hurricane, you must throw overboard another three cards! Remember: don't throw away what you may need to survive in your new country.

As before, collect these cards and keep them in a separate pile.

5. Return to the narrative:

That was a narrow escape! We are almost at the new continent, and everyone is very excited. But just as we sight land on the horizon, a giant whale crashes into the boat and makes a hole in the side. You must make the ship even lighter! Throw away three more cards.

Collect and put these cards into a pile.

6. Announce that, at last, we have reached the new continent safely and are ready to build a new country. Ask each group to glue their remaining cards onto a piece of paper so that everyone can remember what they are bringing to the new continent.
7. Ask each group to hang their sheet at the front of the room and explain what they are bringing to the new land. After each description, ask the rest of the group, "Are they missing anything they will need to survive? Do they have everything they need to grow and develop?"

Debriefing and Evaluation

1. Discuss the activity by asking questions such as these:
 - How did you find this activity? What did you like about it?
 - Was it difficult to decide which cards to take? How did you choose?
 - Did you – as a group – always agree? Give some examples of what you agreed on, and when you could not agree.
 - What do you think about your final choices? Will you be able to survive in the new country? Will you be able to grow and develop well?
 - If you had to do this activity a second time, would you throw away different things?
2. Remind the children that human rights are about what humans *need* to survive, grow and develop well and live a life of dignity. Human rights are not about what would be nice to have! Make the connection with the cards children decided to keep or throw away. Then ask questions such as these:
 - Did your group keep what you need to survive?
 - Did you keep what you need to grow and develop your potential?
 - Which things did you want to keep, but you decided were not essential?
 - Does everyone have the same needs?
3. Emphasise that everyone has the same human rights, and read out some from the Convention on the Rights of the Child (CRC). Some are necessary to stay alive, such as food, medical care, clean water and shelter. Others are essential for people to be able to live well and develop not just physically, but also emotionally and culturally. Human beings need more than mere survival. Ask the group:
 - Which cards represent things we might want but don't need for survival?

- Which cards represent things we need for physical survival?
- Which cards represent things we might need to grow and develop well?
- What would happen in this new country if you didn't have any human rights? (Choose several different examples of human right from the cards.)

Suggestions for follow-up

As a follow-up activity, or if you have time at the end of this one, show the children the CRC cards and ask them to link the cards to their 'Needs' cards.

This activity works well as a complementary activity to 'Rabbit Rights', which introduces human needs as a basis for human rights.

Follow-up activities could include 'A Constitution for Our Group', which discusses democratic rule-making with the children.

Ideas for action

This is good activity to transform into a theatre play or short movie. You could present it to parents or to others in the community.

As children often prefer happy endings, you could think about how they could recover the cards that they had to throw overboard.

Tips for the facilitator

It is very important that the children do not assume from this activity that some human rights are less important than others and can be abandoned. In the debriefing, emphasise the interdependence of rights.

Emphasise that the things they discard cannot be regained and that the things they keep are needed to build a new country – not just to survive until they are "rescued".

Some items are deliberately ambiguous to stimulate debate about what defines an essential item (e.g. a mobile phone might be seen as a luxury by some and a necessity for communication by others).

Young children may have difficulty distinguishing what they want from what they need. Help them by reminding them that they need to think about what is essential to build a new life in a new country.

To shorten or simplify the activity, you could use fewer cards: select those that are most interesting or relevant for your group.

If you are working with refugee children, or have refugee children in your group, be very careful not to trigger memories of possibly traumatic events, such as a sea crossing. You could adapt the story and use a hot air balloon, or a journey to a new planet as the setting.

You could make the story more dramatic by using noises or music, or altering the setting of the room. The children could also be encouraged to mime the actions as you are telling the story.

Variations

In the debriefing, compare the cards "thrown overboard" at each crisis. Ask the children what differences they see in people's choices.

After the activity, you could also ask what we could do to "recover" the cards the children threw overboard.



Handout

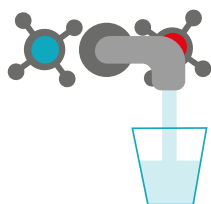
Wants and Needs cards



opportunities to share my opinion



money to spend as I like



clean water



bedroom of my own



computer and access to the internet



fair treatment and non-discrimination





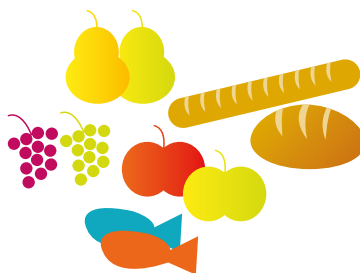
comfortable home



fashionable clothes



holiday at the beach



nutritious food



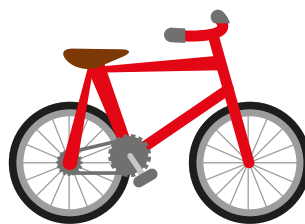
protection from abuse



education



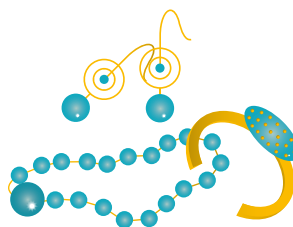
doctors



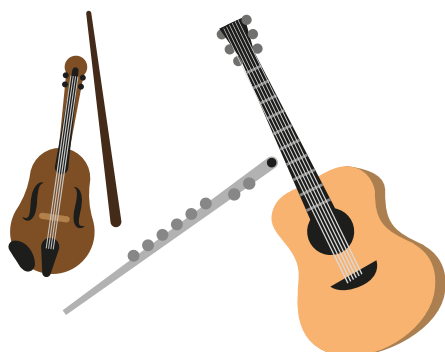
bicycle



sweets



jewelry



music instruments



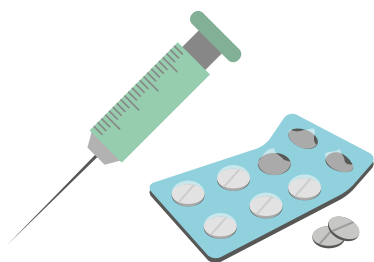
warm clothes



parents



toys and games



medicine and immunisation against disease



democratic elections and rules



watch



opportunities to practice my culture and language