



Games to play with the UNCRC symbols pack

Use your UNCRC symbols pack in any way that will suit your group. These are some suggested games you can try or adapt.

Reveal the Right

Introduce children and young people to some of their rights using a visual guessing game.

- Introduce one of the cards to the group. Ask the group to look at the pictures, some children might like to copy an action on the card. Talk about the right on the card, encourage the children to point to, handle and pass the card around the group.
- Repeat this with another card.
- Hide both cards under a piece of paper.
- Ask a child to pick one. Slowly pull back the paper to reveal the picture to the group – can the children guess which right it is? Can they tell you or show you their action?
- You can repeat this with another two cards to introduce more rights.

Rights Hunt

Introduce children and young people to their rights using a finding game.

- Stick some of the cards up around the space, e.g. 5
- Tell the group they are going to go on a 'rights hunt'
- Ask the group to find one of the rights by saying the right and either: showing a matching card with that right (if you have two card sets); drawing one of the symbols; or doing an action / miming one of the symbols.
- The group have to find the card they think it is.
- Then you can repeat with another right.
- This game could be extended by sticking the cards in a space related to the right. E.g. put the right to food and clean water by a tap; put the right to play in a play area; put the right to information by a computer or book; put the right to education by a learning resource.
- You could also extend the game by asking some children to hide the rights around the space for the rest of the group to find. When they find each right you can discuss the symbol.

What's the most important?

A game for children and young people to develop their understanding of rights. Can be played as a follow-on or extension of one of the introductory games above.

- Give a few of the cards to each child / pairs / small group so that each child / pair / group has a few cards each.
- Ask them to display their cards in order of importance. They can show this in any way they like. They might like to make a line from top to bottom. They might like to make a diamond. They might choose to put the cards alongside each other or in a circle.
- Ask the group to look at each other's displays. Two displays can pair up and look at each other's and discuss or the whole group could move around the space to see everyone's.
- Extension: you could put team up into larger groups and put two of the displays together. How would they organise them now?