

GROWING UP WITH VALUES

We want this activity, presented to us by Quisap, to be a collective class game that will help us to work with different values whilst getting to know the characters of the campaign.

It would be advisable to work on the global concept of the campaign "To the Rhythm of Congo" before doing this activity. It is also advisable to briefly introduce the characters that will guide us through the different activities.



TARGET AUDIENCE

Students aged 6 to 12

DEVELOPMENT

We want this activity to be a collective class game. We recommend extending it for more than a week so that the students can pass the tests without any rush.

Each classroom has a panel of "super-values" where every teacher will add a list of the students' names. At the top, you can see the campaign characters, each one linked to the fundamental values that we have been attributed to them in previous campaigns, namely:

Calasanz - Good manners

Marine - Combating social exclusion

Quisap - Environment and sustainable development

Sukal - Solidarity and interculturality

Bla - Peace

Jiwa - Local-global relationship

Elikia - Coeducation

When the teacher considers it's the right time, such as to reward good behaviour, completion of homework, or following an exam, each student will be able to choose a character from the panel and a test related to

that value will be assigned to them. A list of tests for each character is attached; each teacher can add more tests related to the subject as well.

For example: If they choose Elykia and Esengo, who are related to Coeducation, a possible test could be for them to set the table at home for the whole week. On the other hand, if they choose Marine, whose value is combating social exclusion, their test could be to talk to students that sit alone during break time and invite them to play together, or to get to know them.

The goal is that every single boy and girl chooses different characters and passes all of their tests. This way, they will obtain a happy face on the panel. It would be great to have a moment, at least once per week, to share what they have each done with the rest of the class.

When the panel is complete (or almost complete), all students will be given an Itaka-Escolapios expedition sticker.

MATERIAL

- "Growing up with values" panel
- List of tests for each value
- Smiley face stickers
- Itaka-Escolapios expedition stickers