



VALUES EDUCATION

"School, family & peace" **Social inclusion**

Ref. 20844



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CONTENT:

The game comprises 36 cards made of thick, durable, very hard-wearing, high-quality card. The cards contain large, real-life images that depict a more inclusive world and promote values that foster peace.

The material is environment-friendly, comes from sustainable forests, consists of a high percentage of recycled material, and is 100% recyclable.

RECOMMENDED AGE GROUP:

Children aged 3 to 8.

With this social inclusion memory game, both adults and children will be able to discover the diversity that exists at school, at home and in life. They will also be able to reflect on the values of respect, tolerance, cooperation, integration, collaboration and solidarity.

Due to its characteristics, the size of the pieces and their content with real-life images, the game is very suitable for children and adults.

Social inclusion is the first step in learning to respect diversity and promote peace!

TEACHING OBJECTIVES:

- Be aware of the diversity that exists in our surroundings.
- Reflect on the values of respect, tolerance, cooperation, integration, collaboration and solidarity.
- Develop empathy, the ability to put oneself in someone else's place. Encourage dialogue as a basis for promoting peace.
- Understand that diversity makes us better and is part of our essence.
- Exercise memory using real-life images.
- Develop attention and observation skills.
- Improve visual and spatial memory.
- Expand vocabulary.



ACTIVITIES AND HOW TO PLAY:

FAMILIARIZE THE CHILDREN WITH THE IMAGES ON THE CARDS

Before starting to play, it is recommended to look at the images on the cards.

MEMORY

Place all the cards on the table face down. In turn, starting with the youngest player, the players turn two cards over. If they form a pair, the player keeps the pair and turns over another two cards to try and find more pairs. If they do not form a pair, they place them face down again in the same place. Then it is the next player's turn.

The game finishes when there are no cards left on the table. Then, each player counts their card and the one with the most pairs wins.

Important: Each time a pair of cards is formed, the player has to describe the image to reflect on the people on the card, the context and what they are doing.

VOCABULARY

Describe the actions, people and other items that appear on the cards.

LANGUAGE STRUCTURE

Form sentences related to the images that appear on the cards.