



Speak out for teachers

#OneBillionVoices

Duration: 3 sessions.

1st session: Levels 1 and 2. **2nd session:** Levels 3, 4 and 5. **3rd session:** Level 6.

Materials: The game will be played using a physical game board or a digital one (Genially).

- **1st session:** The materials for the first session are whatever the teachers and students decide to use to make a microphone or craft. Remember: It's important that the materials are recycled or reusable!
- **2nd session:** The materials for the second session will be detailed in levels 3, 4 and 5 of the game.
- **3rd session:** The materials for the third session will be specified in the "Get up and speak up!" activity where the students will create a news item.
- Board for printing in A3 format and game piece for each element.
- Puzzle.

Objectives: 1. To highlight the importance of the key role of teachers in education.

2. To learn about the reality of the differences existing between the situation of teachers in the global south and north.

3. To value the right to education as the pathway to other rights, as set forth in Agenda 2030-SDG4, with the goal of ensuring inclusive and equitable quality education and promoting lifelong learning opportunities for all.

4. To generate critical awareness around educational inequalities and promote individual and collective mobilisation.

5. To create a news item for our channel to speak out with those #OneBillionVoices, in order to raise awareness among the general public regarding the importance of the key role teachers play, and access to quality education (SDG4). This activity can then be shared on the streets of your city or in your education centre.



Please note

This year we have prepared a game to help you work through GAW (Global Action Week for Education), which is designed to be adaptable to you and your students' reality. This game features different levels that will allow you to do the full pack or just do the levels that you consider best suited to your classroom. If you find you don't have time to get through everything, **don't worry**, there are more options. You might even come up with a better combination of your own!

We're here to adapt. We've learned a lot about that lately, so we're proposing that you:

Work all the game levels: Full proposal developed in this PDF to be conducted over three sessions. Continue reading overleaf (First, the rules of the game-Instructions for teachers).

Choose which levels to play (Ladder element used to go from one level to another). Continue reading overleaf (First, the rules of the game-Instructions for teachers).

Go directly to the mobilisation activity (Last level in all proposals). In this case, you won't be using the game board, instead you'll be going directly to the proposal, which is to develop a newspaper piece after some prior awareness raising.

Levels 1 and 2: Get Motivactivated! and craft

It's important in all the options that you read the first level to your students to give them context and motivation for what you're about to propose, and it only takes 5 minutes. For the craft we propose an artistic activity that you'll be able to develop across the board in other subjects.

The idea is that the creative product will be useful later for the activity in level 6. If you don't have time to do it, take the ladder from annex 3 and jump with your students to awareness levels 3, 4, and 5.

Levels 3, 4 and 5: Global connection and teacher figure

Here you can also choose what levels you want to work, use the ladder form Annex 3 to skip whichever one you want. These are the awareness-raising levels for students on this year's theme: **The role of teachers in achieving quality education.**

Level 6: Mobilise and speak out!

This is the culmination and we think it's important; it's the product we'll be using to speak out with and what we'll bring to the mobilisation event held either at our school or on the streets. In this case, it's a **newspaper piece.**

If you go straight to that level, we propose that you read the introductory document for context, and invite the students to reflect by posing the questions included at the end of levels 3 and the kahoot in Annex 8.



First, the rules of the game

Instructions for teachers

We present the Didactic Units proposal for GAVE 2022, which are based on a board game! **In this activity, students have to complete a series of different levels** in which they are presented with different dynamics relating to our central theme, **ensuring inclusive and equitable quality education and promote lifelong learning opportunities for all (SDG4)**, and the theme of GAVE 2022, **the key role of teachers**, under the slogan #OneBillionVoices.

To play, you will find a **printable game board** in Annex 1, however, there is also a more dynamic online version available on Genially, via the following link: <https://acortar.link/JyMjxA>. With each level the students complete, the whole class will receive one of the 6 puzzle pieces you can find in Annex 2, until they reach the final level and complete the puzzle.

Each of these pieces will enable them to create the thing that's necessary for teachers to speak out, like cracking a code they need to move forward.

When all the puzzle pieces come together, **they form a microphone, which is the symbol of this year's theme.**

The microphone represents giving a voice to teachers, who are a key part of the student education process and who last year spoke out in defence of the right to education of the 1.5 billion children and youths who were unable to attend school during the pandemic, taking into account that there regions where schools still remain closed.

In this second cycle primary stage (news), the puzzle pieces presented are the ones that feature a part of the microphone and each piece also has a capital W, for the 6 Ws that represent the journalistic techniques used to create a news item as objective, critical and thorough journalists, which is what the students are intended to become as they play this game.

The puzzle pieces are specified as follows:

Level 1: Get Motivated!

Delivery of piece 1: **W Who.** The people featured in the reality we're going to describe, the teachers.

Level 2: Craft

Delivery of piece 2: **W What.** Ideas, actions, events... what I want to tell about the reality we're describing.

Level 3: Global Connection

Delivery of piece 3: **W Where.** Space or place where the reality we're describing takes place.

Level 4: Global Connection

Delivery of piece 4: **W When.** Specific timeline of the reality we're describing.

Level 5: Teacher silhouette

Delivery of piece 5: **W Why.** Reasons, causes and background explaining the reality we're describing.

Level 6: Mobilise and speak out!

Delivery of piece 6: **W How.** Circumstances in which the reality we're describing takes place.

There are 5 different game boards for each educational stage (infants, junior cycle primary, middle cycle primary, senior cycle primary, secondary and adult) and each one will be tackled through a different communication medium.

The dynamics proposed for each medium of communication are devised based on the level of education and the learning process of the students of

that age, but if you prefer to work in another medium, just adapt the proposed dynamics accordingly.

The media are as follows:



Infants
Lipdub



Junior cycle
primary
Televisión



Middle cycle
primary
Newspaper



Senior cycle
primary
Podcast



Secondary
and adults
Advocacy video

This year, we are working through **media and networks** because these are important educational channels and have a significant influence on education.

They will help us give a voice to students, teachers and society about the key role of teachers in the education process.

We receive information, we analyse it and learn from it, we also grow our experience in the world and gradually change our social and cultural values and, thus, this media function can contribute to the homogenisation of society to a uniform thought or lifestyle, or it can be the complete opposite.

The media keeps the citizens informed from different perspectives and, to a great extent, contributes to maintaining our society's democracy, conveying political and social justice information inside and outside our borders.

At the same time, media can facilitate relations between families, friends and acquaintances (we chat, share experiences with others on social media, we watch TV, we go to the cinema, we discuss certain shows...)

This activity aims to promote a global connection in order to learn about other realities and shine a light on

the key role of teachers. The structure of the game is divided into 3 sessions, conducted as follows:

First session

The first session works through Level 1, which contains the game instructions and Level 2, which proposes the creation of a craft, which will be used for the Final Level: Mobilise and speak out!

So, we propose that Level 2 be conducted outside the standard classroom, in an arts and crafts class or similar subject, and in a space the teacher deems suitable, in order **to get other teachers involved in GAWE 2022**, or even set it as a homework assignment, to get the families involved

Please note that for the craft (level 2), the teacher will have to prepare the materials in advance.

Second session

The second session will address Levels 3, 4 and 5. These levels contain different activities that will help students to learn and reflect on the importance of SDG4. Specifically, the role of teachers in the achievement of **the right to a quality education**.

These levels will promote Transformational Education for Global Citizenship (TEGC) focusing on the right to education.

Third session

The third session will address Level 6, referred to as... Mobilise and speak out! This level is where the game culminates, proposing the creation of media content suitable for each educational level. Thus, students will be asked to write a news item about the subject of **the key role of teachers in achieving SDG4**.

Remember, the first annex of the Didactic Units contains a game board you can use to play the game, and we have prepared a more dynamic online version on the Genially platform, which can be used as an interactive board game projected in the classroom.

Follow this link: <https://acortar.link/JyMjxA>. If you decide to print the board (in A3 size), in Annex 3, you will find cut-and-paste game pieces that you can use to go from level to level.

Remember to print on recycled paper to minimise our impact on the environment.

