

Project Number: 2020-1-FR01-KA201-080108

Experimentation of the Teaching Source "Sailing to a New Land"

Taken and adapted from: https://www.britishcouncil.gr/sites/default/files/life-skills-developing-active-citizens-en.pdf Channel's 4 interactive video: http://www.eycb.coe.int/compasito/chapter-4/4-27.asp

Level of difficulty	Name of the partner school	Name of the teacher(s) involved
Easy	Arsakeio Lyceum of Patras	Patroula Kafousia

Description of the experience

The activity was tried with a group of ten 15 and 16-year-olds (10th graders). It was done online due to a national Covid-19 lockdown. It lacked the intimacy and contact of a live lesson, but still worked surprisingly well under the circumstances.

The students found it easy to understand the instructions and role play. The imaginative situation they were asked to get in is straightforward and urgent in nature, so it helped put them into the role play quickly and without difficulties. There was some unplanned time consumption at the stage of handing out the wants and needs cards, but this was due to the online nature of the lesson and the restrictions of a digital session. If done in classroom, the cards are given randomly to students in envelopes something which only takes a few seconds. The lack of personal contact and props also deprived the activity of vital aspects which would make it feel more life-like and real, but still students were engaged and actively interested.

What students found most interesting was the difficult choices they had to make, first individually and then in the group discussions (for example, they had to choose between having doctors or their parents with them in the new land). They started their journey by keeping superficial things such as personal gadgets and recreational cards but soon realized they needed to set priorities and think seriously about what they needed for survival and development as individuals and members of a community.

Needs of the classroom to be addressed

Sailing to a New Land is an activity that was chosen for its immediacy and experiential aspect that helps students learn about human rights through an imaginative role play and through interacting with each other.

Given that students have few chances of learning about such matters in other ways other those provided by formal education and school curriculum, the particular activity was selected because it places the students in the centre of the learning process with minimal teacher interference and allows them to make and justify their own choices while recognizing and accepting the choices of their classmates, thus building strong communication and social skills.

It also helps them see the connection between basic human needs and wants and the establishment of human rights. Young people in Greece are commonly not particularly interested in politics and







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citizen issues. Through this activity, they are taken into the heart of citizenship, which is individual contribution to a larger community.

Moreover, the activity implicitly touches on the issue of migration, since it asks from students to pack up their most precious "things" and set sail for a new land, something which can help in sensitizing participants about the plight of migrants and refugees.

Validation of the teaching source

The feedback received about the activity was positive and we would highly recommend this teaching source. Students enjoyed it because they had to feel, act and negotiate, they were active and the role play felt engaging and even suspenseful at times. The task uses an ingenious role play that propels students to make important decisions and take the matter of human rights and their importance for individual and social prosperity very seriously. It encourages communication and social skills, defending one's opinion, prioritising, compromising and finding solutions to disputes and problems

Testing carried out on 23 December 2020 (this activity can be done on Human Rights Day, 10 December)

