

LABYRINTH

INSTRUCTIONS

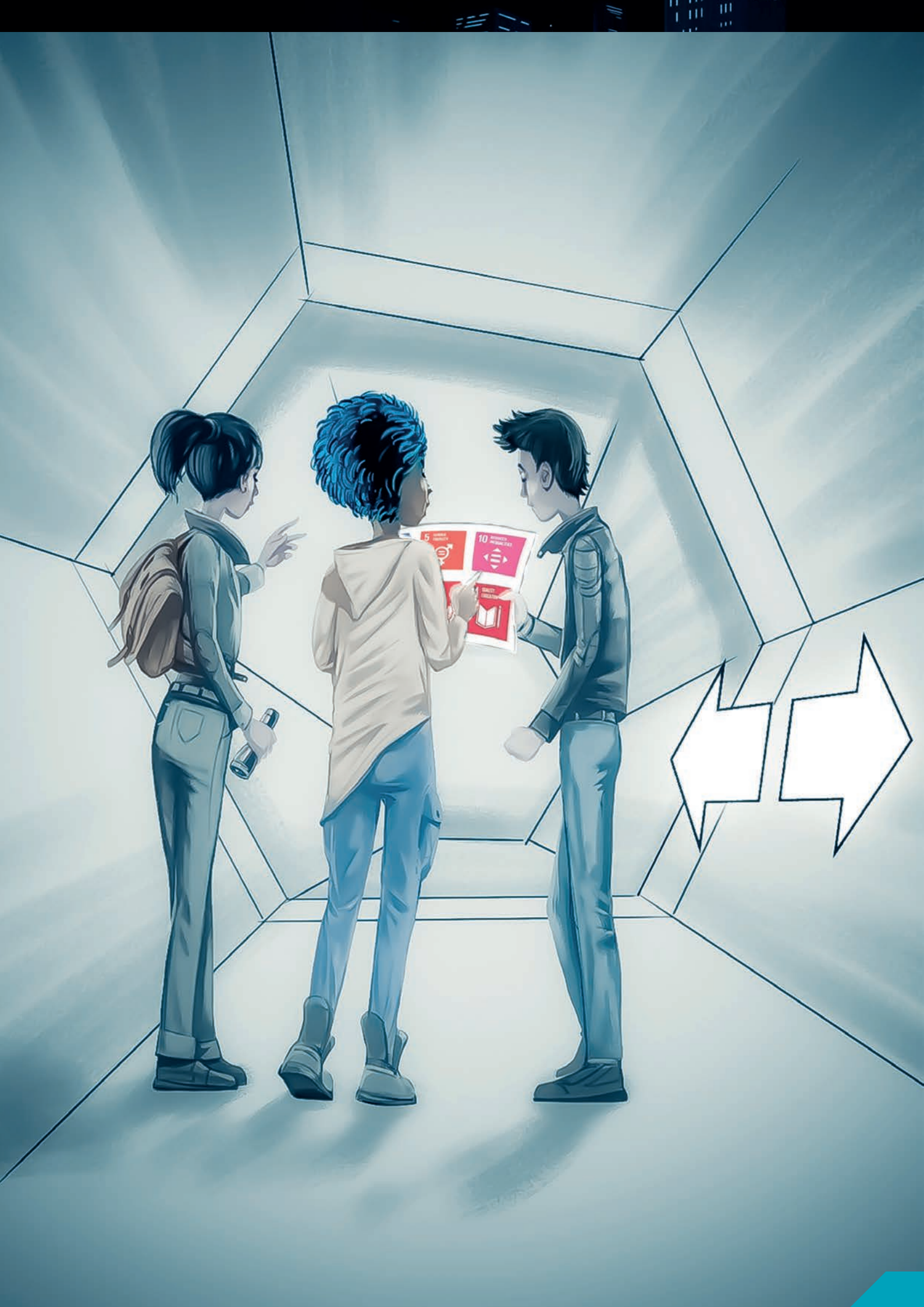


ARE YOU
HERO



The Doha Declaration:
PROMOTING A CULTURE
OF LAWFULNESS





INTRODUCTION

Recommended age range: 13-18 years

Number of players: 2-4 (up to 8) players

Duration of play: 20-30 minutes

Violent extremism refers to the beliefs and actions of people who support or use violence or the threat of it to achieve ideological, religious or political goals. Preventing violent extremism through education involves equipping students with the knowledge, skills, and dispositions needed to think critically separating fact from fiction, propaganda from persuasion.

Youth need to be able to foster independent judgement and have good decision-making skills understanding that their choices can have wide-ranging consequences. No one game or lesson can teach all these skills, but they can be introduced using game-based pedagogy as a starting point for the continuation of these critical conversations and follow-up lessons. The board game Labyrinth was created in the vision of a labyrinth and a maze. A labyrinth is an art form with ancient roots in many societies. As players make their way through the maze to the Labyrinth, the player will stop on a square on the maze and be asked to either draw a card or follow a set of directions. Each card or space on the maze suggests an action or challenge or choice that relate to the Sustainable Development Goals.

The game addresses the following learning outcomes, best achieved by teacher follow-ups with suggested extension activities in the lesson plan. Youth will be able to:

- ◇ Challenge stereotypes

- ◇ Choose actions that promote tolerance and well-being

- ◇ Foster independent judgement and critical thinking

- ◇ Recognize propaganda and evaluate messages encountered online

- ◇ Analyze scenarios related to violent extremism, including the risk involved

- ◇ Identify risk and protective factors and their impact on resilience

HOW TO START

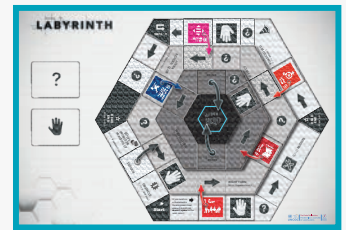
1 Print the game materials and cut out the game board, cards and pieces. The game board can be enlarged and laminated if necessary. Players can use the cut-out game pieces that come with the board or ones of their own choosing.

2 There are two decks of cards for the game:

Hand You Are Dealt (HYAD) cards are symbolized by a picture of a hand on the game board and on the back of the card. The HYAD cards represent one's start in life. Some people are born advantaged, while others are born disadvantaged. Drawing a HYAD card enables students to reflect upon how one's group membership may provide certain advantages or disadvantages in life, and to understand that these group identities can intersect in ways that may cause one to experience both privilege and disadvantage at the same time. Deeply held grievances can serve as a push factor for radicalization and violent extremism.

Choice or Challenge cards are symbolized by a question mark on the game board and on the back of the card. They include choices and challenges in the form of brief scenarios, but also reward cards labelled Sustainable Development Goal (SDG) cards that serve as rewards for resilient actions. The SDG cards and corresponding board spaces symbolize positive actions and protective factors that reinforce the concept of resilience.

3 You will also need a die.



GOAL OF THE GAME

The goal of the game is for players to successfully navigate the maze to achieve hero status. As players make their way through the maze, they face choices, challenges, and opportunities. They must make appropriate choices and find their way in a maze where there may be conflicting paths that lead to tolerance and empathy, but also to violence and radicalization.

HOW TO PLAY

1. To start, the players take turns rolling the die. The player with the highest numbers starts the game.
2. The starting player rolls the die and enters the labyrinth on the start space. The roll of the die determines how many spaces a player can move their game piece forward.
3. As players make their way through the maze, they will land on a space and be asked to either draw a card or follow a set of directions. Each space of the board suggests an action, challenge or choice that may also provide the player an opportunity to move to the next level on the game board. Players can occupy the same space on the board at the same time without penalties.
4. When players land on a board space with a hand icon, they must draw a **Hand You Are Dealt (HYAD)** card and read it out loud. Players must then follow the instructions on the HYAD card and keep it in front of them. Players can collect multiple HYAD cards.
5. Players that land on a board space with a question mark, must draw a card from the **Choice or Challenge** deck and read it out loud. The deck includes choices and challenges, but also **Sustainable Development Goal (SDG)** cards.

When a player draws an SDG card, they get to move to the next level of the maze. Some of the cards require the players to make a choice. Once the player has answered, they can turn the card and follow the instructions on the back.
6. When landing on a Sustainable Development Goal (SDG) board space, players get to move one space to the next level of the maze.
7. Players win when they reach the "You are a hero" space at the center of the board and are able to navigate out of the maze. The first player to complete the maze can be the winner. However, the game is not over until all players work their way out of the maze.

