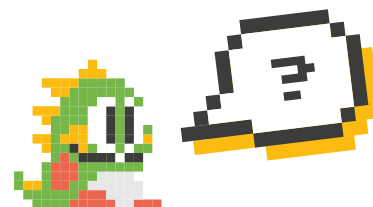


A stylized illustration of a video game controller, rendered in a dark grey color. The controller features a white circular button with a black cross symbol on the left side. On the right side, there is a white circular area containing four colored buttons: yellow, red, blue, and green. The controller is set against a dark blue background with faint, repeating geometric patterns.

GUIDE FOR EDUCATORS



WHAT IS GAME CHANGERS



Game Changers is a programme and competition for young people who are interested in investigating and exploring issues of global justice, and are committed to taking action to raise awareness of these issues with others. Using Games Based Learning (GBL) and game design, young people choose an issue of global justice related to the SDGs, and create a game that raises awareness of their chosen issue through the game play.

WHO CAN ENTER GAME CHANGERS

Game Changers is open to young people and their educators from all over the island of Ireland. Any young person in Primary or Post Primary school, or of a similar age and involved with a youth group, are welcome to register for the programme.



HOW DOES IT WORK

The Game Changers programme is designed for delivery in a classroom or youth setting by educators, supported by Trócaire's education officers. However, it can also work really well in an extra-curricular setting in schools for small or large groups. It really is quite flexible! The key stages of the Game Changers Programme are:

Stage 1 Launch Event: **Wednesday 12 October @4.00pm**

Stage 2 Registration through our online form here:
🔗 <https://forms.gle/wDioxXwmMdHBTkQm6>

Stage 3 Optional online educator workshop on games design

Stage 4 Workshop with Trócaire's education officers at the young people's school/youth setting (online option also available).

Stage 5 Complete and enter games: **Deadline 24 March 2023**

Stage 6 Shortlisting and announcement of finalists by late April

Stage 7 Game Changers Final: **17 May 2023**

DEVELOPMENT EDUCATION/ GLOBAL CITIZENSHIP EDUCATION

Development Education (DE) is an active and creative educational process, which aims to increase our awareness and understanding of the world we live in. It challenges perceptions and stereotypes by encouraging optimism, participation and action. DE supports young people to make connections between their own lives and global justice issues. It encourages young people to explore the root causes of injustice and inequality, and become empowered to make a positive difference in the world.

Global Citizenship Education (GCE) is becoming a more widely used term for this type of education. GCE/DE share the following five common elements:

- Knowledge
- Skills
- Values and attitudes
- Raising awareness/Taking action
- Active and participatory learning methodologies


From	To
Educator-centred	Learner-centred
Product-centred learning	Process-centred learning
Educator as a transmitter of knowledge	Educator as an organiser of knowledge
Educator as a 'doer' for learners	Educator as an enabler
Subject-specific focus	Holistic learning focus

And shift the role of young people:

From	To
Passive recipients of knowledge	Active and participatory learners
Answering questions	Asking questions
Being-spoon-fed'	Taking responsibility for their own learning
Competing with one another	Collaborating in their learning
Wanting to have their own say	Actively listening to the opinions of others
Learning individual subjects	Connecting their learning

Game Changers encourages an active learning environment, using games-based learning and games design. Engaging with Game Changers can help Post Primary schools who are completing the World Wise Global Schools (WWGS) Global Passport Award, contributing to the Curricular Stamp, and the Student Capacity and Engagement Stamp.

For more information on WWGS and the Global Passport Award, go to:

 <https://www.worldwiseschools.ie/global-passport/>

For primary schools, Game Changers can help your school community to achieve its Global Citizenship Education (GCE) goals. You might also be interested in the Global Village pilot programme in 2022/2023 in addition to Trócaire's Game Changers programme. Global Village is a partnership between Irish Aid, DCU, INTO, IPPN and Trócaire. To find out more contact: info@globalvillageschools.ie

THE STAGES OF GAME DESIGN



STAGE ONE

Research and Development

Research your chosen issue, and find out as much as you can about it!



STAGE TWO

Choose your game type

Will your game be a board, card or digital game? Will you base it on an existing game, or come up with a brand-new format?



STAGE THREE

Production

Create a first draft of your game, including any extra components that you might need (questions, chance cards, counters, dice, etc.)



STAGE FOUR

Testing!

Test your game with others! Get them to play your game and give you feedback. Using the feedback from the playtesting, tweak your game and create the final version.



STAGE FIVE

Refine your game

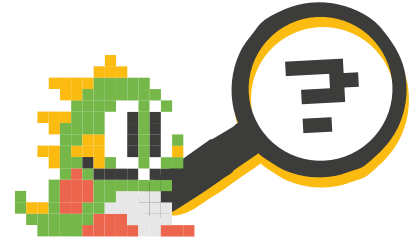
Using the feedback from the playtesting, tweak your game and create the final version.



Now you are ready to enter your game in the Game Changers competition – Send your game to us by the competition deadline!



HOW THE GAMES ARE JUDGED



All games entered into Trócaire's Game Changers competition are judged on four criteria:

1. Understanding – out of 10
2. Empathy – out of 10
3. Creativity – out of 5
4. Effort – out of 5

The maximum score for any game is 30 marks. Trócaire's development education team will judge the games initially, and the best games will be shortlisted for the final. At the final, all young people in attendance will get the chance to play the shortlisted games and vote for their favourite. These votes, or scores, are added to the initial judge's scores to give each game a final score.

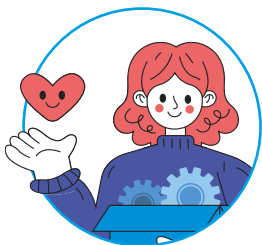
The two main scales used are the **Understanding Scale**, and the **Empathy Scale**:



Understanding - Key principles present in judging scale:

- 1) Game is clearly linked to a global justice issue
- 2) Information used in game is relevant and has been well researched
- 3) Game explores how local actions can connect to global issues
- 4) The game has an action element and/or offers solution/alternatives to the issues being explored

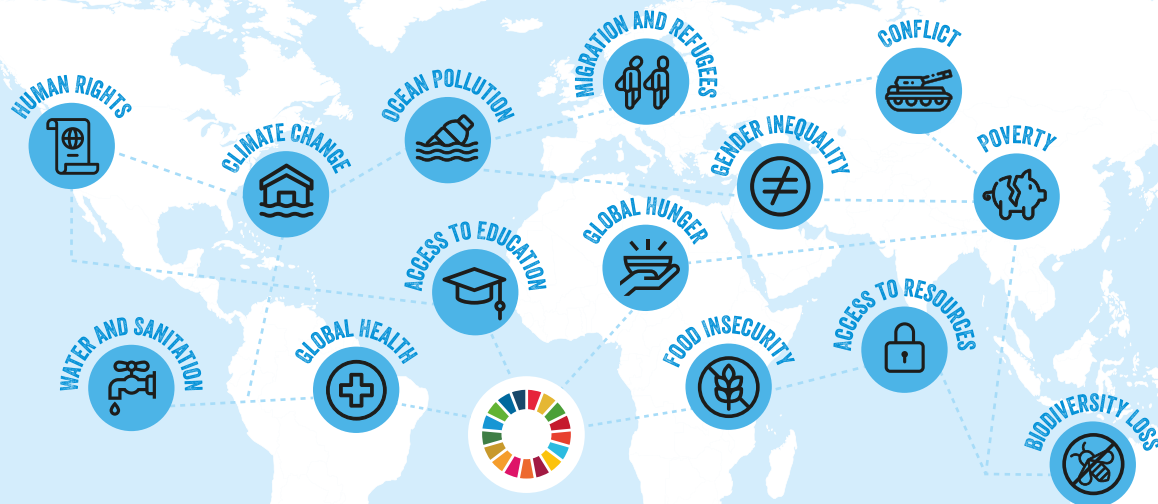
Games are marked out of 10 for understanding, with three levels possible. For a game to reach level three (7-10 marks), it should include: a **prominent global justice** issue with causes and effects if appropriate; **quality and up to date information**; clear **local to global connections**; prominent **solutions and/or actions** in the game.



Empathy - Key principles present in judging scale:

- 1) The game does not present stereotypes of people or places
- 2) The game encourages solidarity with other people
- 3) The game focuses on justice rather than charity
- 4) The game addresses issues linked to human rights and/or the environment

Games are marked out of 10 for empathy, for either people, the planet, or both. For a game to reach level three (7-10 marks), it should: **avoid stereotypes** of people or places; **encourage solidarity** with other people; have a **clear justice focus**; engage strongly with **human rights and/or environmental issues**.



GLOBAL JUSTICE AND THE SDGs

What is Global Justice?

Global Justice is the idea that every person, everywhere in the world, is born with the same rights. This means that everyone should have equal access to resources and have the power to make decisions that affect their daily lives. However, for many people around the world this does not happen. People experience injustice when their human rights are denied, and there is an absence of opportunity, voice, power and control over one's destiny. The causes of this injustice often lie in systems and places outside of the person's control, and often outside of their own country. There are many issues that might be considered 'Global Justice Issues', such as Climate Change, poverty, conflict, refugee crises, hunger and food insecurity, access to resources (land, water), and gender inequality. The way the world is structured means that some people have more power than others do. In the economic system, which we are all part of, there are those who mostly benefit, and others who mostly suffer. Global justice calls us to question why this is, and to explore what we, as global citizens, can do to build a more just world

In order to address issues of Global Justice, it is essential to have a global plan. World leaders at a United Nations summit adopted the Global Goals for Sustainable Development (SDGs), in September 2015. These goals apply universally to all countries; therefore, Ireland is committed to achieving them. The SDGs have many problems that need to be addressed, and efforts to achieve the goals have been hampered by global shocks such as Covid-19, and the war in Ukraine. However, they currently represent humanity's best chance to address Global Justice issues affecting people in every region of the globe.

During the research and development stage, young people will choose a global justice issue that they are interested in, linked to the SDGs, as the focus for their game. It is important to spend some time exploring the SDGs with your students. See some suggested activities on the next page that will support you in preparing your students for the Trócaire workshop.



SUGGESTED SDG ACTIVITIES



ACTIVITY 1: Are we living Sustainable lives?

Facilitate a short discussion about what the word 'sustainable' means. Finish by suggesting that one way to think about whether something is sustainable is to ask, 'Can we do this over and over again forever without destroying the planet or people's rights in the future?'

Ask participants to take part in a walking debate. Suggest that one side of the room represents very sustainable and the other not sustainable and imagine a spectrum in between. Participants should consider whether the following everyday actions are sustainable and move to the part of the room that corresponds to their answer.

Encourage some discussion and debate, and allow students to explain their positions.

1. Plant a tree
2. Buy a new mobile phone every year
3. Buy a plastic bottle of water
4. Grow your own organic vegetables
5. Drive a petrol or diesel car



ACTIVITY 2: Malala introducing the Global Goals

As a group, watch the video 'Malala Introducing the World's Largest Lesson':

<https://worldslargestlesson.globalgoals.org/resource/malala-introducing-the-the-worlds-largest-lesson/>

Display the following active listening questions for the young people to answer as they watch the video.

1. Name two serious problems that are identified in the video.
[Climate change & inequality](#)
2. What is identified as the 'superpower' possessed by humans?
[Creativity](#)
3. What must we start by doing?
[Make the goals famous](#)


Follow up with a group discussion exploring what the young people found most interesting and what new information they learned from the video.

SUGGESTED SDG ACTIVITIES



ACTIVITY 3: A deeper dive into the goals

Access the SDG question wheel located here:


 <https://globalspinner.ourworldirishaidawards.ie/#/game/play>

Spin the Irish Aid SDG question wheel, and ask the class either question 1 or 2 for each SDG chosen. Either answer as a whole class, or in smaller groups or pairs. This activity can be conducted as a knock-out, or to see which student/group gets the highest score.



ACTIVITY 4: Kahoot recap quiz

Use this Kahoot quiz as a recap of the main points:

 <https://create.kahoot.it/share/sdg-quiz/b8b90781-6b04-4ab5-981a-c9bb71faa43a>



PREVIOUS FINALISTS OF GAME CHANGERS



Students and teachers from Achill Sound National School, Achill Island, County Mayo, with their game 'Roll and Catch', the winner of the Game Changers 2022 Primary Category. Photo: Paul Sherwood



Students of Sacred Heart College, Omagh presenting their game at Trócaire's Game Changers National Competition at the Lighthouse Cinema, Dublin. Photo: Trócaire.



Students from Loreto College Coleraine, Co Antrim, with their game Planet Pursuit, the winner of the Game Changers 2022 Post Primary Category. Photo: Paul Sherwood



Students from Glinsk National School, Galway presenting their game Quality Equality at Trócaire's Game Changers National Competition at the Lighthouse Cinema, Dublin. Photo: Alan Whelan/Trócaire.



Students from Groggan primary school who came second in the primary category at Trócaire's Game Changers National competition with Trócaire's Karen Casey. Photo: Peter Houlihan



Happy participants at the Trócaire Game Changers awards, Lighthouse Cinema, Dublin. May 2022 Photo: Paul Sherwood



Sacred Heart Tullamore who came second in the Post-Primary category at Trócaire's Game Changers National Competition Photo: Peter Houlihan



Loreto Secondary School, Balbriggan were winners in the Post-Primary category as well as overall winners of Game Changers 2019 by popular vote with their game 'The Hunt for Human Rights'. Photo : Garry Walsh.

GAME CHANGERS TOP TEN TIPS



- 1) Arrange a Trócaire workshop!
- 2) Spend some time thinking about and choosing a Global Justice issue for your game.
- 3) Make sure you or your group are interested in your global justice issue.
- 4) Choose an existing game to base your game on or create something completely different
- 5) Make sure the chosen Global Justice issue comes through clearly in your game.
- 6) Only use information that is accurate and up to date, and keep a record of where you find it
- 7) Try to show local and global aspects of your chosen issue.
- 8) Look for ways to encourage people who play your game to think about actions they can take, or solutions they can create to try to combat these issues.
- 9) Ensure that human rights or caring for the planet features in the game.
- 10) Do not portray people from any part of the world in a negative way.

HOW TO ENTER THE COMPETITION

- **Digital Games:** Please ensure that all digital games are created in a format accessible to Trócaire staff for review (Scratch, Minecraft Education, etc.). Contact Trócaire for guidance if required. All digital games can be entered through the following email address: gamechangers@trocaire.org
- **Board/Card games:** Please ensure that the original game is sent to the relevant Trócaire office in either Belfast or Maynooth.

Please note: Games can be damaged in transport and are difficult to store. Try to ensure that your game is a manageable size, and posted to our office using appropriate packaging.

All NI games – Trócaire Development Education Team, 50 King Street, Belfast, BT1 6AD

All ROI games – Trócaire Development Education Team, Maynooth, Co. Kildare.



**The deadline for 2022/23
competition entries is
Friday March 24 2023.**




Any questions, please contact the team at gamechangers@trocaire.org

I GAME I CHANGERS



Games for Global Justice

Join us on:

-  **Facebook:** facebook.com/trocaireireland – connect with us
-  **Twitter:** twitter.com/trocaire – keep up with our latest tweets
-  **YouTube:** youtube.com/trocaire – see the people you support
-  **Vimeo:** vimeo.com/trocaire – watch our videos
-  **Instagram:** instagram.com/trocaireonline – see our photos and videos

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