



# Children First

**First International Conference**  
**28 January 2021**



*This project is funded by the European Union's Rights  
Equality and Citizenship (REC) Programme (2014-2020).*



# Education & Gamification for the prevention of GBV



# 1. Education as a tool for preventing GBV



*The reasons why education is crucial for GBV prevention are two-fold:*

1. Schools are the most relevant sites where we can intervene on the root causes of gender-based violence;
2. Schools can be the theatre of gender-based violence – *school-related gender-based violence* (SRGBV).

# 1. Education as a tool for preventing GBV



*“The potential for young people to act as agents of change provides one of the greatest hopes for achieving the social transformation necessary to end GBV, and can be unlocked through high-quality, gender-sensitive education.”*

Source: SIDA Sweden

# 1. Education as a tool for preventing GBV



## *Intervening on the root causes of gender-based violence*

Raising awareness about GBV and building relevant skills (for students, but also for the whole school community) to experience equitable and respectful relationships are key strategies for undermining gender stereotypes and inequalities, abuses of power, and promoting the culture of human rights.

# 1. Education as a tool for preventing GBV



## *Addressing SRGBV*

A common mistake is to believe that GBV only affects adults. On the contrary, young people could experience in and around schools:

- sexualised bullying;
- sexual harassment;
- forced sexual acts in exchange for good grades;
- male dominance or aggressions.

They could be victims, perpetrators or observers of GBV.

This can have serious consequences for their physical and mental health, their learning performance, and their relationships.

# 1. Education as a tool for preventing GBV



*How do we educate to prevent GBV?*

1. Development of **educational content and curriculum approaches;**
1. Appropriate **capacity building of educators;**
1. Effective **exchange of information and multistakeholder collaboration;**

Source: UNESCO

# 1. Education as a tool for preventing GBV



## *How do we educate to prevent GBV?*

Children First aims to reduce the frequency and impact of gender-based violence in society by creating resources aimed at responding to these needs:



- Encouraging and activating the **creativity and imagination of children** through the use of modern ICT technologies;
- Building the **knowledge, skills and capacity of educators** to identify risks of GBV.



# 1. Education as a tool for preventing GBV



## *How do we educate to prevent GBV?*

Within Children First, our approach consists in proposing to schools and educators **non-formal education methods**.



In NFE the participation of people is voluntary, and everyone has the right to share if they want, as much as they want and they can always stop if it makes them feel uncomfortable.

## 2. Gamification as an approach to reach youth



*Gamification* in education refers to implementing the elements of gaming in education activities, that is in non-gaming contexts. Some of the ways (but not the only ones) to do it might be: modify the scoring system to include gaming points and awards; introduce levels of progress; introduce a constructive battle between good and evil.



Source: STEMPEDIA

## 2. Gamification as an approach to reach youth

### *The benefits of using gamification in educational context*



- **Raising awareness** and **transfer knowledge** on a specific issue by ensuring more participation, more affection to the activities;
- Giving learners **ownership** of their learning;
- Offering a **chance to fail and try again** without negative repercussions;
- Offering **fun** and **interactive learning** (either self-learning or within the classroom);

## 2. Gamification as an approach to reach youth

### *The benefits of using gamification in educational context*

- Offering innovation in learning by using **technology** and improving **digital skills**;
- Making learning **visible**;
- Offering learner the **freedom to discover their own intrinsic motivators** for learning;
- Enabling players to be more **open-minded and resilient**, and ensure their active participation in democratic life.



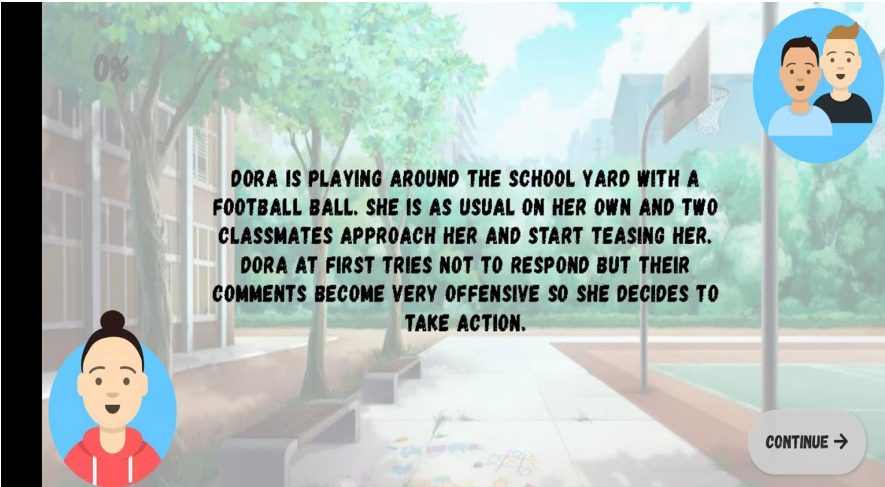
## 2. Gamification as an approach to reach youth

*Competences that youth gains through gamification*



- **Critical thinking;**
- **Creativity and curiosity;**
- **Problem-solving;**
- **Learning through experience;**
- **Socializing and meeting other people;**
- **Decision-making;**

## The CHILDREN FIRST e-game



DORA IS PLAYING AROUND THE SCHOOL YARD WITH A FOOTBALL BALL. SHE IS AS USUAL ON HER OWN AND TWO CLASSMATES APPROACH HER AND START TEASING HER. DORA AT FIRST TRIES NOT TO RESPOND BUT THEIR COMMENTS BECOME VERY OFFENSIVE SO SHE DECIDES TO TAKE ACTION.

The objective of the Children First game is to educate school children (aged 12-18) on how to properly prevent and address dating violence from an early age.

- It uses a **set of scenarios** and a **progressive flow**, which motivates children to play all the scenarios and address all the challenges they set.
- They have to make decisions that challenge their personal beliefs, gender stereotypes, and norms that lead to violence



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INTERNATIONAL INSTITUTE



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# Children First

For inquiries:

[s.abdullahi@iars.org.uk](mailto:s.abdullahi@iars.org.uk)

[francesca.barbino@cesie.org](mailto:francesca.barbino@cesie.org)



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*This project is funded by the European Union's Rights Equality and Citizenship (REC) Programme (2014-2020).  
Grant Agreement number: 856844 — Children First — REC-AG-2018/REC-RDAP-GBV-AG-2018*