

Different Abilities, Equal Rights: exclusion vs inclusion

Discuss together the barriers and inclusion opportunities often faced by people with disabilities and impairments.

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Topic

- ✓ Health
- ✓ Citizenship & human rights
- ✓ Identity & emotions

Learning skills

- ✓ Empathy & social awareness
- ✓ Critical & reflective thinking

Activity type

- ✓ Group discussion

Materials

- ✓ Printable downloads

Age

- ✓ 6 - 11 years
- ✓ 12 - 14 years
- ✓ 15 - 17 years
- ✓ 18+ years

 5 - 15 minutes

 +5 players

 Intermediate

 Calm

 Small (office, pavement)

Contributors



Mobile School

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Materials

Everything you need to play this game

✓ Poster 'Different Abilities, Equal Rights'

↓ [Download development-different-abilities-equal-rights-code.pdf \(15.5mb\)](#)

How to play the game

A step-by-step guide to play the game

- 1 Have one of the players choose a tool from the light circle, see additional game information for a description of all tools.
- 2 Discuss with the group what the tool is and who gets to use it.
- 3 Now have another player choose one of the domains in the corner of the poster, see additional game information for a description of these domains.
- 4 Together, think of one barrier and one inclusion option for someone using this tool.
- 5 Now the next player chooses another tool.
- 6 The game ends when all tools have been discussed or when the group no longer feels like playing the game.

Additional game information

Extra game information

Tools on the poster: wheelchair, wheelchair ramp for building access, blind cane + sunglasses, assistance/therapy dog, medicines, Braille book, speech computer/tablet, hearing aid, sign language, tricycle, glasses/magnifier, leg/arm prosthesis, couch/support.

The 'Different Abilities, Equal Rights' poster is one of the two posters on the right to development. In the middle of the poster, four main characters - including Amir, one of the secondary characters in the stories of the five characters - are depicted. The green and red rectangles below the main character allow players to talk about barriers and how to make (public) spaces accessible for people with a disability. Around the main characters, one can see 13 circles with devices/tools which can support people with disabilities or disorders. In the four corners, icons are drawn to allow players to discuss the impact of disabilities and disorders on: education, health care, friends/family and play.

Variations

- Instead of starting with the tools, start at one of the characters in the middle and choose one or more tools you think they could use.
- Instead of starting with the tools, start from the corners of the poster. Discuss the barriers and opportunities for inclusion in this domain for people with a disability and/or disorder.
- **Extra:** Ask the players to focus on the duty-bearers in the barrier and the inclusion option they mentioned for someone using this tool. Do they need help from a duty-bearer within this inclusion option? Do some duty-bearers hinder them/are some duty-bearers not adapted to the situation when using this tool (barrier)?

Specific learning objectives

- Learning about disabilities and disorders.
- Learn to create an open and welcoming environment for people with disabilities and disorders.