

CFP Module Materials: The Human Right to Education

Summary

This module is designed to enlighten and empower students by demonstrating how fortunate and privileged they are to have access to quality education, and that so many children and youth around the world face unique barriers to education and in turn happy, healthy, fulfilling futures. This lesson is based around the United Nations Sustainable Development Goal #4: quality education for all ,by 2030.

Content Rating

This module contains a brief reference to COVID-19, young marriage, crime and violence.

Lesson Plan & Take Aways

1. Explore the United Nations Sustainable Development Goal #4.
2. Take a glimpse on the state of global education and how COVID-19 has influenced progress.
3. Engaging role playing / simulation game demonstrating the vital importance of education to quality of life (Optional shorter activity demonstrating inequality).
4. Activity to help students understand the difference between education and quality education.
5. Ending on a positive note with a look at three organizations who are doing diverse and wonderful things to work toward the education goal.

Preparation

Printing & Materials: There is printing and some other preparation required for *Activity 1*, option A. (See specific attachments). Note: there is a no-prep option for *Activity 1*.

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Interactive Elements

Activity 1 Option A : Education Makes a Difference Simulation Game

This simulation was designed by TEAR Australia and beautifully demonstrates how vital education is to our very survival. We highly recommend running this activity with your class, however it does require some prep work and for students to move about the classroom. This is a role playing activity that takes about 15 to 20 minutes. Please see the individual activity materials for details and instructions for setting up prior to your class.

Activity 1 Option B: Unfair Advantages

This is a simple, short exercise that requires a bit of tidying up. Students are asked to stay in their seats and try to toss a piece of paper from wherever their desks are into the same target container at the front of the classroom. The container represents their future success. Students at the front are asked to question their unfair advantage and students at the back are asked to reflect on how unfair it feels to not have the same ease of access to their goals or quality education needed to achieve success.

Activity 2 : Resources Count

In this short, simple activity students are divided into two groups. Students on one side of the class are asked to sit on the floor, only have access to a pencil for half of the challenge time and do not have access to any resources to find the information they need to achieve their task. Students on the other side of the classroom have a resource, access to writing instruments and desks. A discussion session to follow allows for a juxtaposition of the two experiences based on student feedback. The task is to sketch a drawing of either a world map or map of Canada and label as many countries (or provinces) as possible.

Take away challenge

In this module students are asked to share their ideas and solutions to unique education barriers. We will create a collection of beautiful, brilliant ideas submitted by your students and those across the country. If you have students who would like to participate in this submission process, email their solutions and accompanying images to sam@elephantthoughts.com, or submit through the form on the module page.