

THE RED CHAIR

DERECHO A LA EDUCACIÓN





KINDERGARTEN AND PRIMARY SCHOOL, FIRST CYCLE

WITH THE RED CHAIR, REVERSE INEQUALITY

OBJECTIVES

1. Enjoy games in which value is placed on education.
2. Become familiar with the idea that education helps to change the bad things that children with fewer opportunities have to live through.
3. Recognize the red chair as a symbol for the right to education.

ACTIVITY



We put the Red chair in the center of the classroom. The children sit around the chair. The group is asked if they know what the Red Chair is and what it represents. It is the red chair, representing the children who do not have the opportunity to go to school; it reminds us that all people have the right to education.

We form groups of six. Each group prepares its "Twister" board, which can be manufactured with attachments that we offer. The board is composed of four rows of six circles, each of a different color (yellow, orange, blue and green). We will print on white cardboard Appendix 1. Each child paints the background of the corresponding color, on one side of the circle, and the chair red on the other. If possible, we will laminate the circles. To make the board we place the circles on the floor, the Red Chair face down, and fix them to the floor with adhesive putty.

Before starting, the person who will act as game master introduces the game:

We are going to play Education Twister. In this world, not all children have the same opportunities; in the game, we will not forget this as each color represents a problem of inequality:

1. **Orange:** There are families in which parents cannot find work
2. **Blue:** There are families whose homes have no running water
3. **Yellow:** There are families in which the children cannot go to hospital
4. **Green:** There are families struggling to make three meals a day.

But education helps us to reverse these problems. The Red Chair reminds us of this.

The game instructions are as follows:

- The games master will spin the roulette (Appendix 2), and indicate where the participants have to put their hand or foot, recalling the problems associated. For example, "Right foot on blue. There are families whose homes have no running water"
- The children will place the hand or the foot in the color.
- When the roulette points out to place a hand on the circle, they must rotate the circle shouting "The Red Chair reverses inequality."
- The game ends when one of the groups has been around all the circles and all the red chairs are seen.

Y TÚ,
¿CÓMO PARTICIPAS
POR EL DERECHO A
LA EDUCACIÓN?

And you, how are you participating to promote the right to education?

On a large piece of paper we write the phrase "An education which multiplies opportunities". We ask the children to colour and decorate the poster.

Then we will give each child a strip of red cardboard (it may be an A3 card cut in half). We will ask them to fold the cardboard into an accordion and to draw on it the red chair from the template in appendix 1.

When everyone has made their accordion, we will ask if they know what the phrase above means. After listening to the answers from the children, the person who is leading this activity will give the following explanation.

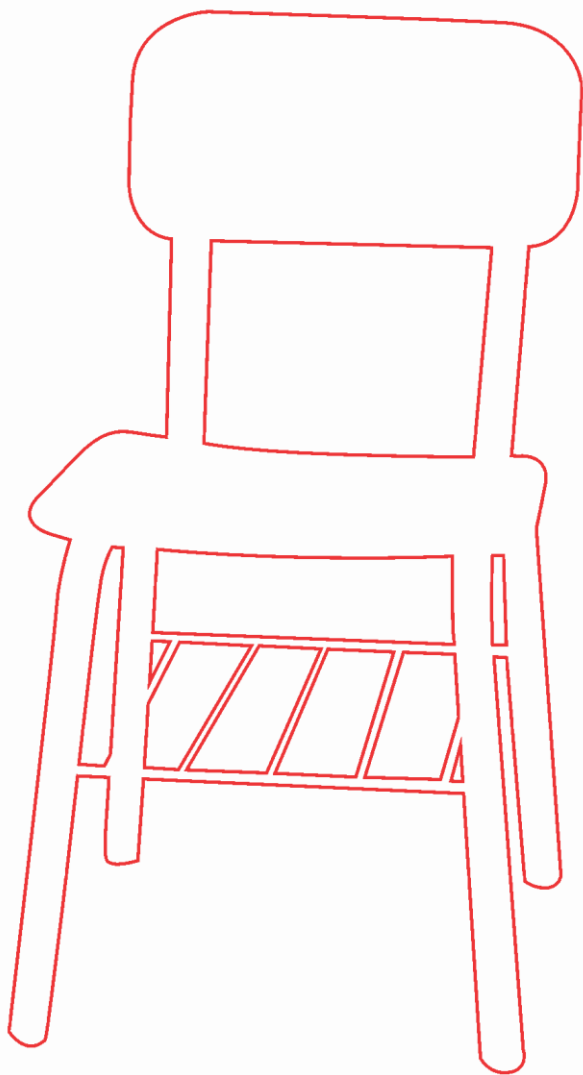
Do you know what 'multiply' means? Multiply means to increase the number of something. In this case, we mean increasing the number of opportunities. And do you know what 'opportunity' means? When we say opportunities, we talk about people getting a job, having a home, being able to make decisions about their own lives..

Cut the shape of the red chair out of the cardboard accordion to create a garland.

As you can see, we have found a Red Chair, which represents that boys and girls can go to school. But our Red Chair, like education, does not come alone. It multiplies and helps to bring with it the other things that help children to have a better life. Because, as the motto says, "education multiplies opportunities. "

Finally, we hang the garlands up around the poster of the red chair.

APPENDIX 1



APPENDIX 2

