TAPORI
brings together children from different backgrounds in a spirit of friendship. They learn from children whose daily lives are very different from their own. They reflect and act for a more just world that leaves no one behind.

Illustration - Robert ALEJANDRO - Philippines

"ACTING TOGETHER" TAPORI CAMPAIGN 2019-2020
30th ANNIVERSARY OF THE INTERNATIONAL CONVENTION ON THE RIGHTS OF THE CHILD
Tapori received a letter from Aurélien about Nicolas.

Dear Tapori,
I am writing to you because in my class there is a boy who lives in a shack.
His name is Nicolas. He doesn't know how to read yet because there is no light in his house.
I find this unfair and I'd like to do something.
Your friend,
Aurélien

Nicolas lives in a wooden shack with a tin roof with his parents and his four brothers. There is no place for him to do his homework or to keep his own things. He never goes anywhere, not to the movies, not on vacation, and he has no books at home. This a real problem because when he is older, he won't be able to find a job, to speak clearly so people can understand him, and he won't know much about the rest of the world. But he is nice and fun to be with. He is very resourceful and can manage like an adult. Yet, Nicolas is a child and he dreams of being able to live without having to worry so much.

In France and throughout the world, many children have a similar life. Often, their great-grandparents were very poor and their grandparents couldn't go to school. Nicolas' parents don't have a regular job. His dad didn't get a training for a regular job because he had to to odd jobs very young to help his family. He can't read well. He always had to make do as he could.
Take time to look at all the pictures on pages 3 and 5.

1. After reading about Nicolas, choose a picture that shows a situation that is not fair like that of Nicolas.

2. Each Tapori member chooses a picture. It’s all right if several kids choose the same one.

3. Each one explains to the others why he or she chose a specific picture.

4. Each one finds a title for their picture. It’s important to listen carefully to everybody and to give them all the time they need.

5. When all had their turn, children can ask questions to each other to understand better their choice. But no one argues with what others said or make a judgment on their choice or opinion.

6. When the discussion is over, you cut out the photos you chose and glue them all together on a page. You can add other pictures if you like to.

Here are a few examples of group collages but feel free to imagine another one for your own group collage.

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**Nicolas’ Story**

1 - What do you see in each image? Describe what’s happening. How does it make you feel?

- What do you see in image 1? Describe the scene. How does it make you feel?

- What do you see in image 2? Describe the scene. How does it make you feel?

- What do you see in image 3? Describe the scene. How does it make you feel?

2 - Choose the picture that corresponds to Nicolas’ story by checking the box in the upper right corner. Explain why you chose that picture.

3 - Aurélien said: “I find this unfair and I’d like to do something.” Do you know a child who lives in a situation similar as that of Nicolas? What could you do with other children and adults to make it better?

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Photo references: http://www.shapecollage.com/ and Illustrations - Guillermo DIAZ, Guatemala
**Objective:**

This is an outdoor game. It aims at transforming a negative situation into its opposite - a positive one by passing a test. On the right side of the page we propose a series of tests. You can add some.

**You will need:**

Some small sheets of paper and pens.

**Preparation:**

- Make groups of no more than 4 or 5 players.
- Each group lists 3 or 4 situations that are unfair that they want to change by finding the opposite positive situation. (Ex. Injustice: War / Opposite: Peace.)
- Each group takes a few pieces of paper. On each one they write an injustice on one side and its opposite on the other side.
- In each group the children decide together what test should go with which injustice.
- Put a number on each piece of paper that corresponds to the number of the test. Ex.

**Rules:**

- Draw a large circle on the ground that represents the earth.
- Each group draws a number and each child in the group passes the test that corresponds to the number they drew.
- If all succeed to pass the test, the group has won over the injustice. They turn the sheet of paper to look at the opposite of that injustice.
- If they don’t succeed the test, they cannot turn the sheet of paper and have to put it back for the next draw.
- When all the groups have passed the tests, they all draw another number and follow the same process.
- The game is over when all the pieces of paper have been turned, meaning when all the injustices have been won over.

**Tests**

1. Run around the yard in less than a minute with your shoes laced to each other.
2. Jump over a stretched elastic cord without touching it.
3. Throw a pebble into a target.
4. Walk across the yard with a tray carrying glasses full of water.
5. Thread a needle in less than a minute.
6. Pick up some pebbles with your toes in less than a minute.
7. With eyes covered, identify someone in less than a minute.
8. Cover the eyes of one member of the group. He or she has to walk a set path in less than a minute, guided only by the directions given by the others.
9. Draw a small circle on the ground with a chalk. All members of the group have to fit inside the circle. All positions are authorized but no part of the body can touch the ground outside the circle.
10. Relay sack race: Draw a start line and a finish line. Each player in turn gets into the sack and hops from the start to the finish line.
11. Relay mirror. Each player carries a mirror. In turn, each one must walk backward on a set path between obstacles without turning their head.

**AT THE BEGINNING OF THE GAME**

1. War
2. Poverty
3. Famine
4. Illiteracy

**AT THE END OF THE GAME**

1. Peace
2. Sharing
3. Equality
4. School