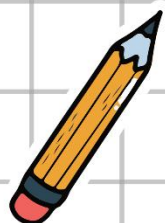
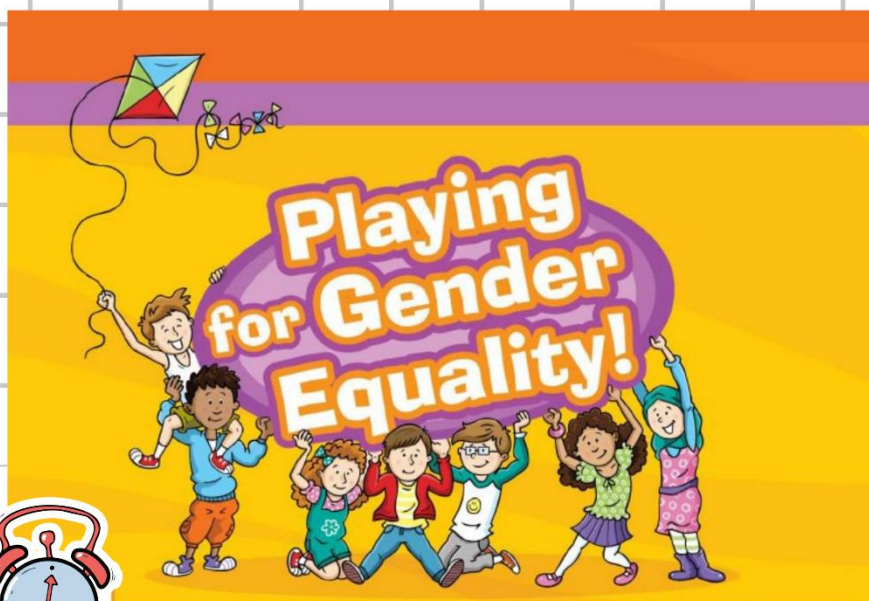
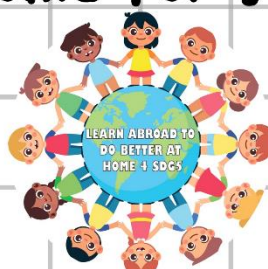




GENDER EDUCATION FOR KINDERGARTENS



**"Learn Abroad To Do Better At
Home for SDGs 5"**



Erasmus+

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Game 1: "Sharing the Spotlight"

Aim: To teach children the value of sharing roles and responsibilities.

Materials: Various props for storytelling (e.g., hats, scarves, puppets, toy instruments).

How to Play:

1. Assign children pairs or small groups and give them a story or theme to act out.
2. Encourage them to switch roles midway so everyone has a chance to be the "lead" character.
3. After each performance, discuss how each child felt in different roles, reinforcing that every role is valuable.

Game 2: "Nature Builders"

Aim: To foster collaboration and creativity in building structures with nature's materials.

Materials: Sticks, rocks, leaves, soil, twine.

How to Play:

1. In pairs, children collect materials from their surroundings.
2. Each pair works together to build a shelter or mini "house" for a toy animal or figure.
3. Highlight that both children's contributions are needed to make the structure strong, discussing how all skills matter.

Game 3: "Community Helpers"

Aim: To introduce various community roles and show that anyone can fill any role.

Materials: Dress-up items (hats, badges, mini tools for roles like chef, doctor, firefighter, teacher).

How to Play:

1. Children choose a role randomly from a "community hat."
2. After playing in these roles, encourage role swapping so everyone experiences different responsibilities.
3. Discuss the importance of each role and how anyone, regardless of gender, can be a valuable community helper.

Game 4: "Mixed-Match Relay"

Aim: To show that tasks can be shared regardless of gender.

Materials: Relay materials (cones, balls, hoops, etc.).

How to Play:

1. Create mixed-gender teams, assigning each child a different part of the relay (e.g., dribbling, hula hooping, skipping).
2. Each team member must complete their task before passing to the next.
3. Celebrate how everyone's role contributes to the team's success.

Game 5: "Friendship Flags"

Aim: To encourage collaboration and creativity without assigned roles.

Materials: Fabric pieces, paint, markers, natural decorations.

How to Play:

1. Each child contributes to a shared "friendship flag" with their own design.
2. Combine the designs to create one large flag symbolizing the class's unity.
3. Discuss the importance of each unique addition, reinforcing that all contributions are valuable.

Game 6: "Unlikely Athletes"

Aim: To break stereotypes around who "can" or "can't" play certain sports.

Materials: Sports equipment for various activities.

How to Play:

1. Assign each child an unfamiliar sport or task, encouraging them to try it out.
2. Rotate so everyone experiences different activities.
3. Reflect afterward on how everyone can enjoy and succeed in any sport.

Game 7: "Discovery Hunt"

Aim: To encourage children to observe their surroundings and recognize that interests are not gender-specific.

Materials: Nature guides, notebooks, pencils.

How to Play:

1. Children work in pairs, exploring and recording interesting finds.

2. Encourage them to write or draw items that interest them.
3. Afterward, discuss everyone's discoveries and celebrate diverse interests.

Game 8: "Act it Out"

Aim: To challenge stereotypes through role-playing.

Materials: Story cards with different scenarios (e.g., "a superhero saves the day," "a chef cooks a feast").

How to Play:

1. Children randomly pick a story card and act it out with a partner.
2. Encourage role-swapping, so children play characters they may not traditionally choose.
3. Discuss how everyone can play any role and do any job.

Game 9: "My Hero"

Aim: To help children recognize heroes in various forms.

Materials: Drawing supplies.

How to Play:

1. Each child draws someone they see as a hero (e.g., a parent, friend, teacher).
2. Share and discuss how heroes don't look a certain way and can have any job.
3. Reinforce that heroes can be anyone, regardless of gender.

Game 10: "Inventors' Workshop"

Aim: To encourage creativity and problem-solving in a collaborative setting.

Materials: Recyclable materials, tape, markers, and other crafting tools.

How to Play:

1. Children work in teams to invent something new from the materials.
2. Encourage equal participation by assigning different aspects (designing, building, testing).
3. Reflect on how each child's contribution made the invention possible.