















Against all odds	
 Link to the Game	http://www.contravientoymarea.org/ Spanish version
 Promoter	Consejeria de Education Junta de Castilla y Leon (Spain)
 Type of Game	Online game - multiplayer - narrative game
 Target Age	10 +
 Language(s)	English, Spanish, 10 more European languages
 Prosocial Value(s)	Empathy Solidarity Justice Compassion
 Prosocial Skill(s)	Perspective taking Be empathetic Help the others
 Objectives	<ul style="list-style-type: none"> □ <i>Direct</i>: Get students informed and aware of the refugees situation. □ <i>Inter and cross-disciplinary</i>: develop of ethic on the approach to differences; Social and Emotional education. □ <i>Psychological, sociological, prosocial</i>: Get some empathy from students; Learn about characteristics of resilience; Develop proposals on how to support classmates that have gone through a traumatic situation
 Description of the games	<p>The player represents the role of a refugee who may go through three different situations that the refugees often experience.</p> <p>It is structured in 3 sections, that are “war and conflict, running from persecution”, “Border country, can I stay here?” and “a new life, loss and challenge”. Each of them deals with some refugee situation and each section is divided into 4 parts on which the pupils can get information about different human rights and reflect, for instance, about which country could get you asylum? How would you deal for</p>



	<p>making yourself understood in a language you don't know? What is resilience? How important you think could be your empathetic skills towards immigrants/refugees/non native people so you can encourage a person under this situation when they are in your country and they feel about to give up....</p> <p>Every part in each section has different kinds of information which can be easily accessed through "Web facts".</p> <p>The games are divided into the same sections and parts than the information previously mentioned to make it easy to refer to one another.</p>
 <p>Equipment Needed</p>	<p>Adobe Flash Player (It can be played online in any equipment and operating system as long as the Adobe Flash Player is installed)</p>
 <p>Description of The Activity</p>	<p>Besides the games, each section contains accessible fact sheets, profiles, videos, or other interesting links about situations refugees many times front daily.</p> <p>Steps to implement it: After you click on the link above you may register, so that when you leave the game, information will be saved on the leaving point. Therefore, if the next time you play you log in, you may continue the game at the same point. At the next step, you may choose between entering the game or clicking on the "Web Facts" section. The option "Play Against all Odds" allows you to play the game. The option "Web Facts" section provides information about every situation considered in every part and section</p>
 <p>Timing</p>	<p>40 minutes each section, so it can be easily incorporate to a lesson at school</p>
 <p>Images or Other Documents</p>	 <p>The screenshot shows the ProSocial Values interface with three main sections:</p> <ul style="list-style-type: none"> WAR AND CONFLICT (running from persecution): The military has taken power and is hunting down dissidents. Soon it will be your turn. Will you survive? Your life is at stake... BORDER COUNTRY (can I stay here?): Will this country grant you asylum? Everything is different. You have to make yourself understood in a language you don't know. Everything is new and your future is uncertain. A NEW LIFE (loss and challenge): You can stay! But what will your home, school and friends be like? There is a lot to think about. But don't give up, you are getting closer... <p>At the bottom, there are navigation options: WEB FACTS, FOR TEACHERS, SEND TO A FRIEND, and the UNHCR logo with copyright information: COPYRIGHT © 2008 UNHCR WWW.UNHCR.ORG. ALL RIGHTS RESERVED.</p>



 Other Relevant Links	<p>http://www.unhcr.org/the-balloon-game.html http://www.unhcr.org/passages-game.html</p>
 Tips and Tricks	<p>You do not need to register to play the game but it is desirable in case you want to work/play on it on different learning sessions at school- Advisable to play it in small groups as its contents make arise concepts interested to be discuss in group.</p>
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