

Card game "Find and Seek"

You have two decks of cards on your hands. One depicts various actions, the other depicts professions. Both sets can be used as a memory game:

- The cards are spread out face down.
- Players take turns, turning two cards picture-side-up and searching for pairs.
- If a player finds a pair, the cards are removed from the game. If not, the cards are turned picture-side-down again, in the same place so that players could memorise where each card lies.
- The player who finds the most pairs wins.

Please note that in this game a pair of cards is not made of visually identical pictures but of identical activities, for example sorting rubbish, helping a friend, or taking care of other people or animals. Children should be aware of this before starting the game. These card games suit best for preschool and primary school children.

The duration of the game depends on the size of the group. On average, it takes about 20 minutes or as long as the attention span of children of that certain age.

These card decks can also be used as a tool to divide children into pairs: after the cards are shuffled, each participant draws one card and searches for the participant with the pairing card. Once everyone has found their partner, they can be given a task to complete in pairs.

I am caring

This set of cards encourages discussing different forms of care as an integral part of our daily experience that should not be attributed to just one gender. Participants are encouraged to understand that caring is an extremely important human quality that each person needs to develop and improve. The game promotes caring masculinity as a natural form of personal expression. Once the memory game is finished and

all the cards are turned over, it is important to take the time to discuss their content:

What are the actions depicted on the cards related to?

Who carries out these activities? Can children of all genders do these jobs/actions?

Do children (the participants) perform these actions in their daily lives?

Which of the activities do they like the most?

Alternative use of the cards: when discussing the content of the cards, the children can be asked to name what the pairs of cards have in common (the action that is performed) and what differs (the appearance of the child, the details in the environment). Based on the children's response, the conversation can go further - can the characteristics of a person's outward appearance (body build, skin colour, hair texture, or length) affect the actions they perform and their ability to care for others?

Professions

This set of cards promotes changing stereotypical attitudes of “masculine” or “feminine” professions, emphasises the importance of personal choice, and teaches that professions cannot be divided by gender. People’s inclinations and aspirations matter the most: men can realize their professional expectations in caring-related professions just as well as women do.

Once the memory game is finished and all the cards are turned over, take some time to discuss their content:

What professions are depicted on the cards?

Can all of them be chosen by both women and men?

Have children met people who practise these professions - women and men - in their lives?

What would the children like to do when they grow up? Why?

When discussing the content of the cards, children can be asked to name what is common on the pairs of cards (the profession, the details in the environment) and what differs (the gender of the depicted character, the details in their appearance). Based on the children’s response, the discussion can go further - can the characteristics of a person’s outward appearance (body build, skin colour, hair texture, or length) affect the actions they perform and their ability to care for others?

To complement this method, consider organising meetings with people of different professions, especially those who children see less often (such as a female pilot or a male nurse). Ask for parents’ help when organising such meetings in educational institutions or excursions. You may find out that fathers and/or mothers of the children in your kindergarten group or class have chosen a gender-atypical profession or know other people who did.

The game was created by



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