



Play the GG!

Rules

Content



1 game board

divided into 20 boxes and 4 domains (4 colors) of gender inequalities: the domains of **knowledge**, **work**, **power** and **society**.



4 Figures

female - male

1 dice

Age

The GG can be played at any age. There are two sets of questions: for children aged 8-14 / adolescents / adults). Children can play with adolescents and adults if each person draws a questions from their corresponding set.

Languages

The GG can be played in several languages. The questions are available in French, German, Luxembourgish and English; The answers to the questions are displayed on the screen in their original language and illustrated by the GG-Team leaders.

Players

To play the GG you need at least 4 players (or 2 teams of max 2 people) and at most 4 players (or teams).

How to play the game

1. Players (or teams) choose a figure (fox / cat / dog / hedgehog) and place it in a corner the corners of the game board.
2. The youngest player starts first.
3. S/He rolls the dice and moves her/his figure accordingly. Figures can move in any direction.
4. When s/he lands, the player draws a card corresponding to the domain (color) of that field. The number displayed on the card corresponds to a question that will be displayed on the big screen.
5. The player must answer the question
 - If the answer is correct, the player gets a point for this domain (this color). S/he then passes the dice to her/his neighbor to the left, who, in turn, rolls the dice ...
 - If the answer is wrong, the player does not get a point for this domain (this color), but will have a chance to try again when she/he lands on a field of this domain (of this color) a second time. If the second time, s/he doesn't succeed, s/he will not be able to collect a point for this domain (of this color).
6. The goal of the game is to collect as quickly as possible the points of the 4 domains (colors) by answering the questions correctly.
7. The game is over when all the players have exploited the 2 chances to correctly answer the questions in the 4 domains (colors) or when one of the players has obtained 4 points.
8. The player with the most points (1 to 4) wins the game.
9. The purpose of the game is achieved when the players have enjoyed themselves, have been sensitized to gender equality in different areas of life, and have learned how preconceived gender differences affect our lives.

Have a good game !

The field of **Knowledge** represents the equal participation of women and men in education and training. Equal access to education and knowledge for girls and boys, women and men enables balanced participation in the labor market, equal access to economic resources and the realization of everyone's potential.

The field of **Work** represents access to employment for women and men and access to appropriate working conditions. The objective is to reduce poverty by providing equal access to economic resources.

Power shows the area of representation of women and men in decision-making positions in the political, social and economic fields. The objective of balanced representation is two-fold, with equal access of women and men to decision-making positions as well as a balanced representation of society in these positions.

The domain of **Society** is the participation of women and men in society. This field is composed of different sub-domains such as mobility, health, social, wealth, etc. The objective is to ensure equal access and equal participation of women and men in order to enable a democratic and inclusive society.