

# JOIN THE PARTY

Marine shows us this activity in order to learn more about the DRC and the reality of the Pirarist's projects in the country by playing an escape room game on the computer.

It would be advisable to work on the global concept of the campaign "To the Rhythm of Congo" before doing this activity. It is also advisable to briefly introduce the characters that will guide us through the different activities.



## **TARGET AUDIENCE**

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Students aged 10 to 16 who may be in primary or secondary school, or the equivalent in their country

## **DEVELOPMENT**

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The class is divided into groups of 3 or 4 students, each group with a computer with access to the game and an internet connection.

The teacher will explain how they should work as a group, reading the information displayed on the screen in order to overcome the different challenges. Students should keep in mind that sometimes they may need to hover the mouse over the images on screen in order to get information. In most cases, if they don't overcome the challenge, they won't be able to go through the next one. If they get stuck on any challenge for too long they will receive help.

During the game, every team will go through different scenarios where a character from the campaign will explain the reality of the DRC and invite them to overcome a challenge. Once it is complete, the team will "free" the children referred to in each of the challenges so that they can join the final Congolese party.

The children will start to play upon the teacher's signal.

<https://view.genial.ly/5bb9b27063409e0c9b3197fe/corto-sumate-a-la-fiesta>

## **MATERIALS**

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- Internet connection

- Genial.ly game "Join the party":

<https://view.genial.ly/5bb9b27063409e0c9b3197fe/corto-sumate-a-la-fiesta>

- Passwords for the teacher:

- o "Quarry" game password: Mbote

- o "Child soldiers" game password: 71793