

Preventing and handling sexual and gender-based violence in an intercultural environment

Length:	3 days
Venue:	Your premises
Calendar:	TBA
Group size:	From 5 to 12 persons
Target audience:	Anyone interested in preventing and handling sexual and gender-based violence in an intercultural environment
Educators :	Marine Pansu/ Laurence Moss
Language :	English only

Although the #MeToo movement has begun to free up people to speak out about sexual and gender-based violence, dealing with it is complex and the people involved often feel powerless.

The board game Care to Tell? © enables these situations to be tackled in an accessible, collective and reassuring way.

The objective of the game is to break the silence to handle these situations in a constructive, empathetic manner while using existing resources.

Care to Tell? © is the first game on sexual and gender-based violence or any other form of violence to be published under Creative Commons Licence, meaning the game can be re-used as many times as needed for noncommercial purposes.

The game was created as part of the GiveLab project, funded by Erasmus+. GiveLab aimed to provide youth professionals, learners and young people with tools on the theme of sexual and gender-based violence.

Care to Tell? © is the result of two years' work with a consortium of ten partner associations from France, Belgium, Spain, Italy, Turkey, Austria and Latvia.

Visit <https://www.solidaritesjeunesses.org/projetstransversaux/givelab> for information on the project and to upload the game together with instructions.

This training course teaches how to deal with situations of sexual and gender-based violence together, using a cross-disciplinary approach combining elements of

psychology, sociology, law, public policy, communication and conflict management tools.

Overall pedagogical objective

- Being able to act and react when facing various situations of sexual and gender-based violence in an intercultural environment.

Specific pedagogical objectives

- Understand and identify the historical, cultural and societal mechanisms behind sexual and gender-based violence (SGBV).
- Analyze the systemic nature of such violence (prejudice, stereotypes, rape culture, etc.)
- Categorize SGBV within the continuum of violence
- Put into perspective the spheres of socialization in patriarchal societies in a diversity of social and cultural environments (family, school, peers, media and culture).
- Identify SGBV through legal definitions, sanctions and understanding of national, European and international legislative frameworks
- Contextualize with data (criminal data, sentiment surveys, qualitative research based on interviews, testing, gaps in existing data, intersectional approach)
- Decipher the latest news on sexual and gender-based violence (lawsuits against violence vs defamation, internal reports within organizations, public testimonies)
- Understand the impact on victims and society as a whole
- Use Care to Tell? © as a preventive and reactive action tool
- Build a policy to prevent and combat sexual and gender-based violence within your organization

Teaching method

- Care to Tell ? © board game [Download game here](#)

- Transdisciplinary theoretical framework: elements of psychology, sociology, law, cognitive science, history, communication, public policy, management
- Adaptability
- Active listening and caring environment
- Collective intelligence facilitation

Programme

Day 1 : How it works

- FRAMING THE SUBJECT

Historical, cultural and societal mechanisms

Case studies: Hunters not gatherers, Pamela Geller (archaeologist)

History of women's rights from the 20th to the 21st century.

Examples from popular culture (series, films, cartoons, etc.)

- SYSTEMIC ASPECT

Prejudice, stereotypes and representations

Cognitive biases (confirmation, availability, representation...)

Sexual and gender-based violence in the continuum

Group exercises to raise awareness and identify biases (puzzle games, etc.)

- SOCIALIZATION : LEARNING & SOCIAL CONTROL

Spheres of socialization (family, school, peers, media and culture) - sociological concepts

Cultural diversity

The common notion of rape culture

Individual and group work on argumentative skills: videos and illustrative aids, moving debate...

Day 2 : Identifying and categorizing SGBV through the prism of current events

LEGAL DEFINITION - INTERNATIONAL, EUROPEAN, NATIONAL

The hierarchy of Laws, the European and international legislative system (Universal Declaration of Human Rights, the Istanbul Convention, Directive (EU) 2024/1385 of the European Parliament and of the Council of May 14, 2024 on combating violence against women and domestic violence)

Legal definitions and penalties in France (penal code, from gender-based outrage to rape, murder)

Situation identification exercise

CONTEXTUALIZATION USING DATA

Different types of data: crime data, sentiment surveys, qualitative research based on interviews, testing, gaps in existing data, etc.

Synthesis of the most recent and comprehensive European study on the subject: FRA, EIGE, Eurostat (2024), EU gender-based violence survey - Key results. Experiences of women in the EU-27, Publications Office of the European Union, Luxembourg.

Intersectionality in data (disability, origin, sexual orientation, gender...)

DECODING THE NEWS

Identifying situations and mechanisms in the news

Reading current events and legal decisions

Impact on victims and society

Putting into practice what you've learned during the day through practical case studies (depending on the period and the group).

Day 3 : Prevention and practical actions

- CARE TO TELL?©

Practical game testing to break the silence on SGBV and learn to handle it collectively

- BUILDING A PREVENTION POLICY AND ACTION AGAINST SGBV

Use the results of the game to develop and build the policies, programs and concrete actions that the group wishes to implement within its organization.

Application of a methodology for building a policy to prevent and combat SGBV:

1. Identification of the problem and the need(s) of the victim(s).

2. Identification of the tools/systems available within or outside the organization to meet these needs.
3. Identification of gaps
4. Co-construction of systems and tools to address specific issues and find sustainable solutions (with prioritization).
5. Assessment of the added value of the systems/tools created

Our suggestion: You may want to attend our training Care to Tell?© Become a facilitator to facilitate the game independently with your target audience.