

Toppling

Myths come in many shapes

Available in our online store:
www.momentocero.cl/tienda



It deepens and invites us to become aware of the problems that myths entail, which are the basis of social exclusion in our society, through:

- Evidence some common myths
- Decide when and what myths to topple
- Reflect on the myths themselves

Learning curve



Conceptos presentes en el juego

- Appearances
- Consumer goods
- Culture
- Weaknesses
- Demotivation
- Crime
- Drugs
- Delinquency
- Human rights
- Physical disability
- Empathy
- Education
- Age group
- Stereotypes
- Experience
- Diseases
- Effort
- Selfishness
- Family
- Strengths
- Gender
- Hygiene
- Immigrants
- Indigenous
- Inclusion
- Ignorance
- Irresponsibility
- Justice
- Myth
- Motivation
- Obesity
- Poverty
- Precariousness
- Responsibility
- Wealth
- Respect
- Health
- Basic services
- Solidarity
- Work

What players will learn

- Identify the myths that exist in many areas of society.
- Question and reflect on some myths present in the following areas: Social, Gender, Aspect/Health, Age and Education/Work.
- Become aware of individual and group responsibility to opt for a better world.

Target users

- Children and adolescents from 12 years old.
- College students.
- Teachers
- General public

Technical details



Language



Game time
30 to 90 minutes



2 to 5
 players



Ages
+ 12