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### **Playing with the Meanings of Human Rights – The *Gincana* Game**

The *Gincana* of Human Rights in Action represent the five senses, the sensorial receptors through which we perceive, receive and issue information, which we organise into a meaningful whole and which show that we understand and can influence the world we live in. Each team begins playing by any one of the senses – artefacts which represent the organs that are responsible for sensorial perception in our body and through which we collect data to perceive and understand the world around us, which define our ludic way: sight, hearing, smell, touch and taste. The winners of the *Gincana* game are given a laurel wreath and participants present the solutions to the problems posed in the Human Rights Register Game, which reveals the reflections and actions of the children, teenagers and their families.