# Educational Game: Hate Speech Busters (The Hate Busters)

This educational game is designed for youth workers to address hate speech and foster empowerment among young people. It combines creativity, teamwork, and critical thinking to help participants understand the impact of hate speech and explore positive strategies to counter it.

## Learning Objectives

- Identify different forms of hate speech (racism, sexism, homophobia, cyberbullying, etc.).

- Develop critical thinking and the ability to recognize harmful language.

- Strengthen teamwork and cooperation through group problem solving.

- Empower young people to feel capable of responding to hate speech.

- Stimulate creativity and symbolic thinking.

## Game Setup

• Duration: 60 to 90 minutes

• Group size: 10 to 30 participants (divided into teams of 4–6)

• Materials:

- Hate Speech Cards (examples of hateful situations)

- Positive Power Cards (solutions, values, attitudes)

- Construction materials (LEGO, Kapla, wooden blocks, cardboard, modeling clay, or simply paper and markers)

## Example Cards

Hate Speech Cards examples:

- “Girls can’t play football, stop trying.”

- “Go back to your country!”

- “You’re too fat to post pictures online.”

- “Gay people should be ashamed.”

- “You’re useless, we should kick you out of the WhatsApp group.”

Positive Power Cards examples:

- Solidarity

- Dialogue

- Reporting

- Humor

- Empathy

- Creativity

- Resilience

- Human Rights

## Game Steps

1. Introduction:

The facilitator explains that hate speech acts like an attack. Together, participants can become “Hate Speech Busters” by building defenses using positive powers.

1. Phase 1 – Identify:

Each team draws a Hate Speech Card. They discuss: What kind of hate is this? Who is targeted? What are the effects?

1. Phase 2 – Choose Positive Powers:

Each team selects 2–3 Positive Power Cards to counter the situation.

1. Phase 3 – Build the Fortress:

Using the provided materials, each team builds a symbolic fortress representing their solution. Each block or element stands for one Positive Power.

1. Phase 4 – Presentation:

Teams present their fortress, explain their chosen powers, and how they counter the hate speech.

1. Phase 5 – Debrief:

Discuss as a group: What did you learn? Which strategies appear most effective? How can participants apply them in real life?

## Variations

- Competitive mode: Teams vote for the most creative or effective fortress.

- Digital version: Use Miro, Canva, Minecraft, or Roblox to build virtual fortresses.

- Role reversal: One team proposes a hate speech scenario, and another builds the fortress defense.

## ✅ Expected Results

- Participants better understand different forms of hate speech.

- They know multiple strategies to counter hate speech beyond ignoring or responding with aggression.

- They experience the power of teamwork and collective resilience.

- The playful, creative experience makes the learning process memorable and impactful.