



NISO

STUDENTS FOR EQUAL RIGHTS AND AGAINST HOMOPHOBIA

TRAINING IN CITIZENSHIP AND MEDIA



In the NISO project four organizations from Belgium, Estonia, Italy and the Netherlands work together under the leadership of the Provincia di Roma to develop a game about human rights and sexual diversity for students. The project partners cooperate on the following levels.

SOCIETY

During the project the most common homophobic stereotypes are examined in the experiences of lesbian, gay, bisexual and transgender (LGBT) and among students.

The videos made by the students during the game will be distributed widely.

POLITICS

Policymakers and politicians are approached by the partners to put equal rights with respect to sexual orientation and gender identity on the agenda permanently. Additionally, the students who win the game will make a proposal to the European Parliament.

TEACHERS

A toolkit for teachers will be developed to help them prepare the game for the students.

Students will then be trained.. In addition, the NISO partners will approach national and international

unions to put equal rights regarding gender identity and sexual orientation on their agenda.

STUDENTS

The game for the students is at the heart of the project. Students will learn about the situation of LGBT people, learn how to prevent discrimination by democratic actions, how to deconstruct heteronormative and homophobic stereotypes in the media, how to create multimedia products against homophobia, how they can debate about homophobia and how they can make a political proposal to combat homophobia.

The main goal of the NISO project is that students act as a megaphone to policymakers and politicians. 'In the process,' they are heard by their peers, teachers, school directors and ultimately the wider society. The logo of the game shows it: Voice OUT!

In each partner's country at least three schools will participate. At each school there will be two 'parties' each consisting of ten students. During four months they will develop ideas for the best way to promote human rights and combat homophobia. The point of the game will be that everyone can be themselves, but the theme of homosexuality should be present.

WHAT WILL STUDENTS DO?

- Students first get training and develop their ideas.
- Students then conduct a campaign to promote their ideas, for instance through a promotional video, a website, information sessions, storytelling or small actions at school.
- This is followed by an election at the school. The 'party' that wins takes part in the national election.
- The four national 'parties' who win get a free trip to Brussels. There they offer a proposal to the European Parliament.

The contents of this brochure are the sole responsibility of the NISO group and can in no way be taken to reflect the views of the European Union.

The NISO project aims to promote more knowledge and understanding about human rights among students, especially with regard to sexual orientation. To that end the project partners will develop an electoral game with participation of students. This game helps students to express their views on human rights and to fight homophobia in schools and the media.

WWW.NISOPROJECT.EU

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NISO partners

