

Do Not Touch - Card Game

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Highest population council

Problem:

Increased rate of sexual harassment and violence Against people with disabilities.

<mark>Plan:</mark>

To create an applied awareness game through which a person with disabilities can access adequate awareness to protect themselves from harassment or sexual violence.

The product and its advantages & benefits:

To spread awareness in PWD that there are some parts of the body that cannot be touched by anyone.

The target group:

This product works on an important category of PWD which is between (8–18) years old, that have intellectual disability (mild, moderate), autism spectrum and people that have visual disability.

Although according to research, the group vulnerable to violence is the group over the age of 18, but in this game, we targeted the age group 8-18 to increase their awareness and to remind them that there are some parts of the body that no one is allowed to touch.

The disadvantages:

This product cannot work for all age groups.

Testing of the idea:

We made some attempts to apply like this game and it came up with good outcomes as PWD returned to us what they understood from it and they began to apply it to themselves, so they understood that there are some parts of the body that cannot be touched by anyone.

Game cards (hand Gestures and Yes/No cards).

