



Women and Gender
Equality Canada

Femmes et Égalité
des genres Canada



A Better World Facilitator's Guide

This publication is an interactive storytelling activity for youth 7-12 designed to spark conversations about inclusion, fairness, and gender equality.

Aussi disponible en français sous le titre : Un monde meilleur - Activité de narration sur l'égalité des genres.

Information contained in this publication or product may be reproduced, in part or in whole, and by any means, for personal or public non-commercial purposes without charge or further permission, unless otherwise specified. Commercial reproduction and distribution are prohibited except with written permission from Women and Gender Equality Canada.

For more information, contact

**Women and Gender Equality Canada
P.O. Box 8097, Station T CSC
Ottawa, ON K1G 3H6
www.canada.ca/en/women-gender-equality**

© His Majesty the King in Right of Canada, as represented by the Minister of the Department for Women and Gender Equality Canada, 2025.

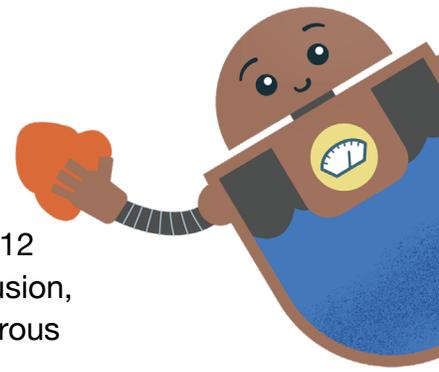
**Cat. No. SW21-193/2025E (Print, English)
ISBN 978-0-660-77294-3**

**Cat. No. SW21-193/2025F (Print, French)
ISBN 978-0-660-77296-7**

**Cat. No. SW21-193/2025E-PDF (Electronic PDF, English)
ISBN 978-0-660-77293-6**

**Cat. No. SW21-193/2025F-PDF (Electronic PDF, French)
ISBN 978-0-660-77295-0**

A Better World



Welcome to A Better World, an interactive storytelling activity for youth 7-12 designed to spark teamwork, creativity, and big conversations about inclusion, fairness, and gender equality - all through the eyes of a bunch of adventurous robots.

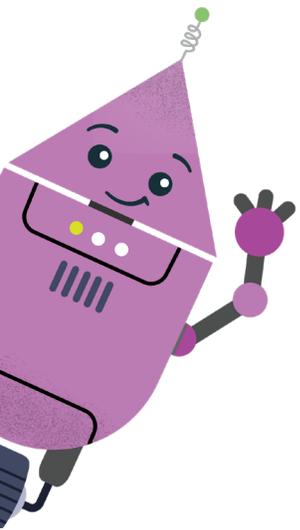
In this activity, you and your adventurers will embark on an intergalactic mission to visit four robot worlds. They'll read stories, face challenges, and work together to bring back bold ideas for making their own world, Ebarliz, the best it can be for everyone.

Everyone deserves to feel safe and respected and have the freedom to be themselves. Gender equality means that people of all genders are treated fairly in every part of life - at school, at work, and in their communities. In Canada, gender equality is protected by laws like the [Canadian Human Rights Act](#) and the [Canadian Charter of Rights and Freedoms](#), ensuring everyone is treated with respect and fairness.

Why is learning about gender equality at this age so important?

Learning about gender equality helps kids understand that fairness, kindness, and respect builds a future where everyone has the same opportunities to succeed and achieve their full potential.

Talking to young people about gender equality can sometimes feel challenging. This activity gives you the tools to start meaningful discussions in a simple, age-appropriate, and engaging way.

A yellow robot character is standing next to a laptop, a smartphone, and a tablet. The laptop screen shows a page titled 'INT' with a colorful landscape and two robots. The smartphone screen shows a page titled 'ORFNO' with a landscape and a robot. The tablet screen shows a page titled 'A Better World Facilitator's Guide' with a landscape and a robot. The word 'Canada' is visible at the bottom of the tablet screen.

Download and print extra copies of this activity or explore the worlds online at Canada.ca/better-world

How to Play



This activity needs one facilitator and up to six players. If you have a bigger group, you can split them into smaller teams of two to six players. Each world takes about 20 minutes to play.

In this activity, you and your adventurers will explore four robot worlds. You'll read a story about a challenge the robots face and then your team will work together to discuss questions and ideas about this situation.

The goal of the activity

The players are tasked to bring back ideas that will help make their world, Ebarliz, the best place for all - a world where everyone feels safe, can learn and grow, and be themselves.

Your role as the facilitator

As the facilitator, you can adjust the activities based on your group's skills, interests, and knowledge. For example, if your group isn't as interested in designing robots, you can spend less time on that part.

Each world includes a "*Bonus challenge*" to encourage creativity and accommodate different learning styles. Feel free to change or skip these activities based on time, your group's needs, and the resources you have on hand.

There's also an optional "*Keep the story going*" prompt in each world. These help connect the activity's themes to real-life examples. You can use them if they fit your group's time, maturity level, and interest.

For more details on the gender equality concepts in the activity, check out the "*Why this is important - helpful facts and stats*" document.

To begin:

Print out the materials you need

- This Facilitator's Guide
- 5 World Cards
- 1 Robot Passport Activity Sheet for each player
- 1 Assembly Library Sheet for each player
- Why This is Important - Helpful Facts and Stats document

Gather some scrap paper and drawing and colouring tools (pens, markers, crayons)

- Optional: Gather glue, clay, or dough

To play:

- Use the Facilitator's Guide to lead the story.
- Place the World Card face up so that the players can see the world they are visiting and reference it during their discussion.
- Read the storytelling text **in blue** out loud to the players.
- Use the questions in this guide to start a discussion with the players. Feel free to modify these questions or ask players other questions about their ideas.
- After the discussion, ask players to mark off or colour in the stamp on their robot's passport.
- Move on to the next world and begin this storytelling process again.

Prepare Players for the Adventure

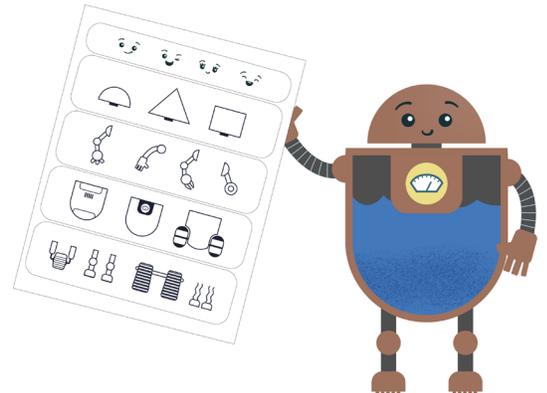
First, we'll ask our players to create their robot characters. This robot will be the player's "character" throughout the activity and questions/discussion should consider their robot's perspective.

1) Hand out the Passport and Assembly Library pages

2) Read to the players

Hello! I am so glad to find you here today as we start our adventure! Our fellow robots and citizens have asked us to go out and learn about other worlds to make Ebarliz better.

Before we go, please fill in your passport by creating a picture of your robot self. Pick a head, body, arm and leg style from the Assembly Library. Don't forget to name your robot at the top!



Get the players to draw a picture of their robot selves on their passports (Or if you prefer, your players could also cut out and glue the pieces to create their robots). They should pick head, body, arm and leg styles from the Assembly Library, and add a robot name. Once they've created their characters, invite players to briefly introduce themselves.

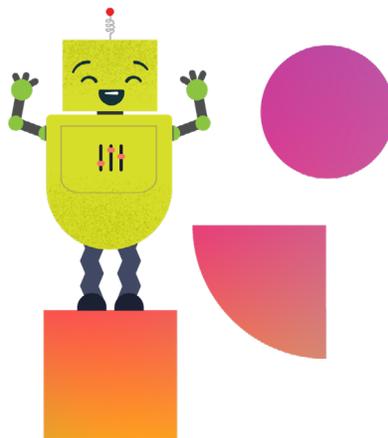
3) Read to the players

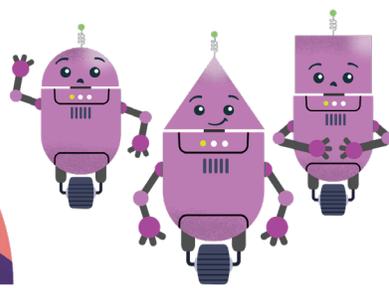
Now that we all know each other a little better, let's board our spaceship and head out to visit neighbouring worlds in our galaxy!

As a team, your mission is to bring back knowledge that will help us create the best world possible for all the citizens of Ebarliz. This means a world where everyone feels safe, can learn and grow, and be themselves.

We will visit other worlds to learn about them and their society. In each world, you'll get to learn about a challenge they're facing and discuss how these lessons can be useful for Ebarliz. By learning about each world, you'll also earn a badge for your passport.

When our passports are full, we will return to Ebarliz to share what we learned! Ready? Here we go!





Amlie

1) Lay down the Amlie World Card

2) Read to the players

Welcome to Amlie! The robots of Amlie are famous for making amazing buildings using unique shapes. And they are very proud of their skills!

Until recently, the robots of Amlie have all gotten along very well. For the most part, any robot can do any job they want, except when it comes to leadership - or who is in charge. The Triangle robots have always been the leaders of Amlie, but not all of the robots are happy about this. The Circle and Rectangle robots have started to ask if they can be leaders too. A lot of the robots want to talk about this idea. Some are excited, but others are upset.

What do you think about this debate in Amlie? Let's head back to our spaceship and discuss on our way to the next world.

3) Start a discussion

The goal is for the team to see that diversity in leadership creates better outcomes for everyone.

Here are some questions to get the conversation going:

- What are the benefits and challenges of only having one type of robot lead?
- Consider your robot—could you be a leader in this world?
- What would be good about all robots being included and able to take on a leadership role?

Give the team 5-10 minutes to discuss before moving on to the next part of the story. Allow them to colour in their Amlie passport badge.





Bonus challenge (optional)

Hold a vote! Should the Triangle robots stay the only leaders, or should all shapes get a chance to lead? Discuss together before casting your votes.

Keep the story going (optional)

Read to the players

Imagine you're on a soccer team called the Comets. You have a really good coach named Coach Zara who used to be a striker when she played. She's great at teaching how to score goals, but not so great at helping defenders or goalkeepers, because she never played those positions.

One day, the team gets a new assistant coach named Coach Max. He used to be a goalkeeper and also played on a different kind of team. He has new ideas and knows how to help players who didn't always feel noticed before.

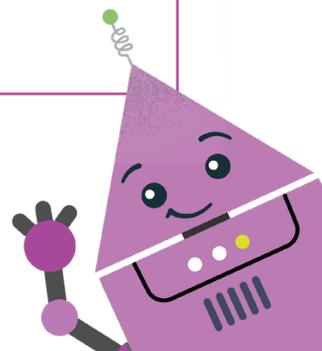
Now, with both Zara and Max working together as coaches, the whole team improves! Everyone feels included and supported. That's the power of diversity in leadership! Having leaders with different experiences means they come up with better ideas because they see the world in different ways.

When people with different backgrounds, cultures, genders, and experiences get a chance to lead, the "team" - whether it's a school, a business, or even a country - becomes stronger, smarter, and fairer for everyone.

Just like a winning soccer team needs more than one kind of player, good leadership needs more than one kind of voice!

Discussion questions

- Can you think of a time where you and a friend had different ideas and working together made things better? What happened?
- Have you ever learned something new from someone who had a different experience than you? What did you learn?
- How can you make everyone feel included?





Int

1) Lay down the Int World Card

2) Read to the players

We have now arrived on Int, a world made of clay! The robots that live on Int are known throughout the galaxy for making beautiful pottery. The robots should be busy, but many of them have stopped making pottery.

You see, they use clay and water to make their pottery. Some of the robots have water-holders, so they must stop and refill them while they work. It takes a lot of time to keep them nice and full! The other robots have really cool built-in water systems, so they don't have to stop for refills. These robots are finishing WAY more pots and earning more money.

The robots with water-holders are frustrated. They have stopped working and are asking for a fairer system.

What an interesting challenge for our galactic neighbours! Let's head back to our ship and discuss what we can learn from this situation to help Ebarliz.

3) Start a discussion

The goal is for the team to realize that while everyone is working hard, some robots have to do extra tasks, making it harder for them to succeed.

Here are some questions to get the conversation going:

- Do you think the current system is fair? Why or why not?
- Consider your robot: Would they have an advantage or disadvantage?
- What could be changed to make the system fairer?

Give the team 5-10 minutes to discuss before moving on to the next part of the story. Allow them to colour in their Int passport badge.





Bonus challenge (optional)

Have the players draw (or if you have clay or dough, create) a piece of pottery for Int. Give players an extra challenge by asking them to imagine how they would draw if they could only use the arms they used for their robot in their passport.

Keep the story going (optional)

Read to the players

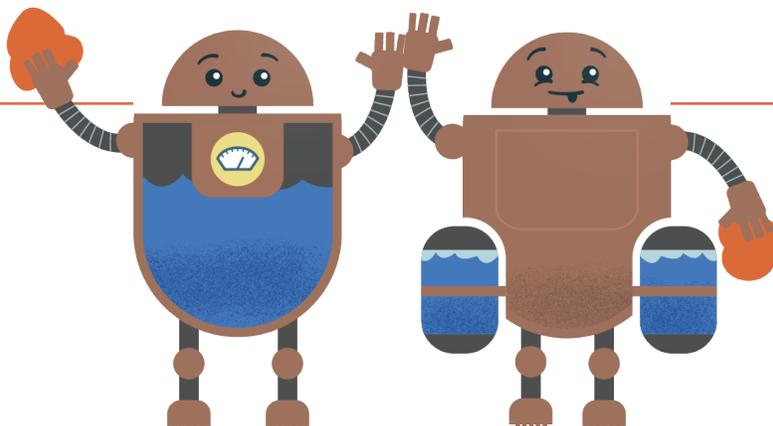
Imagine you are hired as a dog walker three days a week. You get paid \$5 a day. The family has a second dog walker for the other days of the week. You find out that the other person is getting \$10 a day even though you do the same work! That doesn't sound fair, right? It's important to make sure that everyone gets equal pay for the same work!

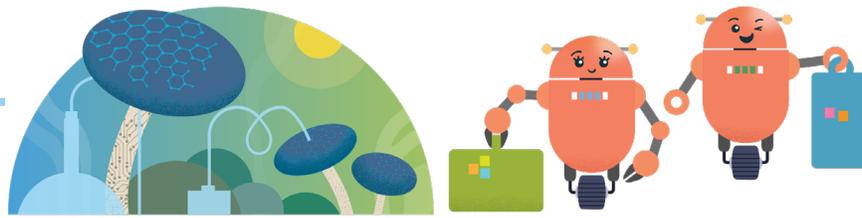
Now, think about all the things people do at home—cooking, cleaning, taking care of little kids, or helping grandparents. These are really important jobs, but most of the time, people don't get paid for them. This is called unpaid labour because it's work that helps everyone, but no money is given for it. Imagine if you had to do all the chores at home while also having a job - that would be a lot of work!

When people are paid fairly and everyone shares the work at home, people are treated equally, and the world is a fairer place.

Discussion questions

- How would you feel if you and a friend did the same work, but they got paid more? What would you do about it?
- Why do you think it's important for people to get equal pay for the same work?
- Can you think of any chores or jobs you do at home that you don't get paid for? How do they help your family?
- What are some ways families can make sure chores are shared more fairly?





Arscaly

1) Lay down the Arscaly World Card

2) Read to the players

Attention team, we have arrived on the world of Arscaly! It is one of the most technologically advanced worlds because its curious citizens always look for ways to improve their inventions.

These robots love to travel! Many years ago, the Travel-Carry, a square case with a round handle, was created. Everyone wanted to use it, but the handle and case shape made it hard for those with clamp hands and shorter arms to use.

A great Arscalian began looking into this issue and created the All-Carry. This new case is made of nanobots that scan the user robot when the top button is pressed. The nanobots then adapt the handle and shape of the case to the robot. The nanobots can even enable a gravity dampener, which makes it easier for robots to carry heavy things! This case design makes it easier for everyone to travel around Arscaly.

As a thank you gift for visiting, the Arscalians have scanned and gifted each of you an All-Carry. Let's check them out on our spaceship and carry on along our journey.

3) Start a discussion

The goal is for the team to realize that taking an approach that considers everyone's identity, needs, and ability is better for everyone.

Here are some questions to get the conversation going:

- What kind of research do you think the inventor had to do to make this?
- Do you think this case was designed with everyone in mind?
- What handle and size variations does our crew need, based on our robot designs? How many different designs is that?
- What questions should we ask when we are planning or designing something to make it easier for everyone to succeed in our world?

Give the team 5-10 minutes to discuss before moving on to the next part of the story. Allow them to colour in their Arscaly passport badge.





Bonus challenge (optional)

Ask the players to list some inventions on Earth that don't work for everyone's ability or items that do.

Keep the story going (optional)

Read to the players

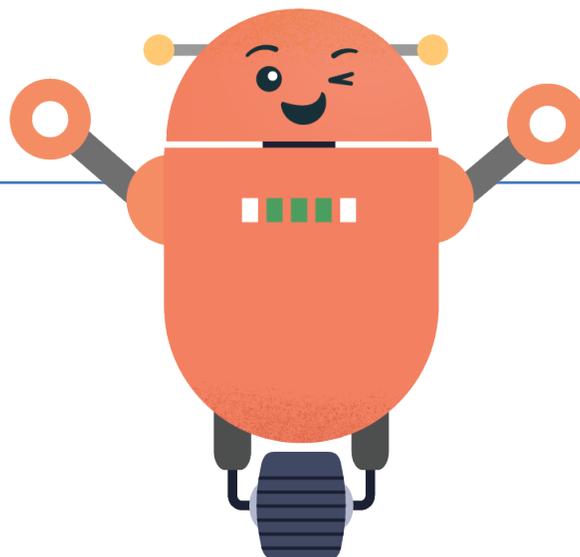
Imagine you have a superhero costume, but instead of one superpower, you have lots of different powers that make you unique. Each power represents something about you, like your gender, your race, your family background, or even where you live.

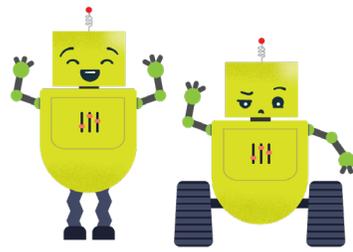
Now, think about how those powers work together to make you who you are. All these parts of you come together and create a unique experience, letting you see the world and experience things in a special way.

To make things fair, we need to understand these different superpower perspectives and how people experience the world to make sure everyone gets a fair chance to succeed.

Discussion questions

- If you could design a superhero costume with powers that represent you, what would you include?
- Do you think a group of superheroes would be as powerful if they all had the same powers? How do their differences help the team as a whole?





Orfno

1) Lay down the Orfno World Card

2) Read to the players

We have now arrived at the last world on our journey—Orfno! A forested world, the robots here love to get out into nature and observe bugs, plants, and animals. They have written many books about their world, which have helped other worlds.

There are extensive trails through the forests, and recently trampolines were installed so that robots can explore the treetops. Unfortunately, the Orfnos have discovered that those with wheels can only bounce as high as the first two layers of the treetops, while those with legs can hop between all five layers.

Since this means that our whole team won't be able to access the whole forest, we'll head out and come back another time to explore. But we should consider what this lesson means for our world!

3) Start a discussion

The goal is for the team to realize that rather than treating everyone exactly the same (equality), we sometimes need to think about different supports to help everyone succeed (equity).

Here are some questions to get the conversation going:

- Would your robot be able to see the whole world?
- How can those with wheels or tracks be included?
- Should the platforms be changed? Who is responsible for making the change?

Give the team 5-10 minutes to discuss before moving on to the next part of the story. Allow them to colour in their Orfno passport badge.





Bonus challenge (optional)

Have the players race around your space. If their robot doesn't have wheels or tracks, they have to do one extra lap.

Keep the story going (optional)

Read to the players

Imagine you and your friend are trying to ride bikes, but your friend is much shorter than you. There's only one bike, and it's too big for them.

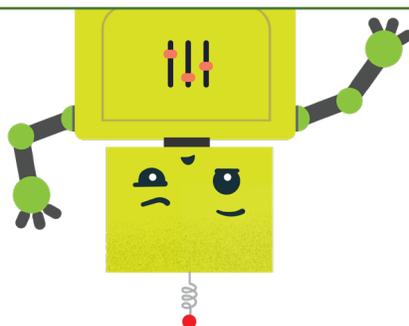
If we gave you the exact same bike, that wouldn't help your friend because they couldn't reach the pedals.

Instead, what if we give each person what they need to succeed - so your friend would get a smaller bike that fits them, and you'd get a bigger one - that way, both of you can ride comfortably and have fun!

Equality is treating everyone the exact same, but equity is making sure everyone gets what they need to be successful. When we focus on equity, we make sure things are fair for everyone, no matter their situation.

Discussion questions

- Can you explain the difference between equality and equity in your own words or with a different example?
- Can you think of a time when someone needed something different to succeed? What happened?
- How can we make sure that everyone in our school or community gets what they need to be successful?





Return to Ebarliz

1) Lay down the Ebarliz World Card

2) Read to the players

After a long journey around the galaxy, our spaceship pulls back into orbit around Ebarliz and begins its descent to the world's surface.

What an adventure it has been!

- On Amlie, we met robots who were debating the qualities of who can be a leader.
- On Int, we learned about amazing pottery-making robots who were looking for a better solution to share work and help everyone succeed.
- On Arscaly, we saw a cool invention that considers the needs and perspectives of everyone.
- On Orfno, we came across a beautiful forest and learned that sometimes we need to create custom solutions to help all the robots explore their world.

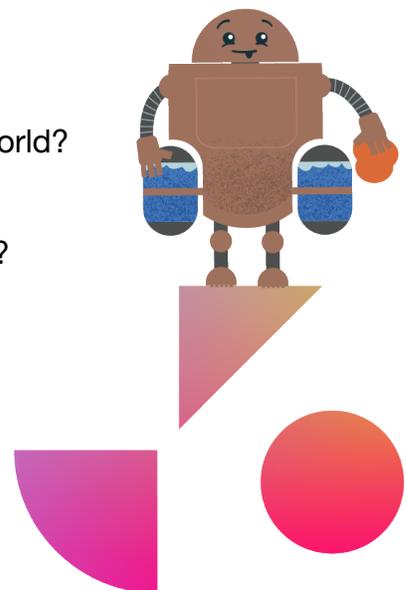
Now that you have heard about the other worlds, what ideas can we bring back for our world? Don't forget, we want to make sure we are building a place where everyone can learn, grow and be themselves!

3) Start a discussion

This is a broader discussion about the lessons from the activity. The goal is for the team to pull together what they learned from the other worlds and share what they want to bring back to Ebarliz.

Here are some questions to get the conversation going:

- What were the important things you learned from each world?
- What happens when one group is left out?
- What happens when everyone is able to participate?
- How can you create opportunities that support everyone?





Keep the story going (optional)

Continue discussions with the players by asking them to write out their ideas or draw their version of Ebarliz on a piece of scrap paper.

Read to the players

Now that we're back on Ebarliz, it's time to dream big! Let's imagine how we can build a world that includes the best ideas from our journey.

Here are some questions to get the conversation going:

- What can we take from each world and apply to ours?
- What technology should we include?
- Who will be our leaders and how will we decide?
- How can we make it a great place for everyone on our team?

Finish up the activity

Read to the players

Thank you, explorers! Your ideas and curiosity have helped make Ebarliz a better place for everyone. You listened, imagined, and worked together to create a world where all robots can shine. Just like the robots on Amlie, Int, Arscaly, and Orfno, we learned that fairness, creativity, and teamwork make our world stronger.

Keep asking questions, keep including others, and keep building a world where everyone belongs, on Ebarliz and beyond! And remember, you can use these ideas every day, at school, at home, and with friends, to help create a kinder, fairer and more equal world wherever you go.

