

# The Virtual Honor Peace Village

Created by Linda Redford © 2009



The Honor Medallion

**The Virtual Honor Peace Village** (VHPV) CD-ROM provides supporting exercises as a complement to the **Honor Project** (HP) curriculum program. In a game-like environment and utilizing the goals and values presented in the classroom studies and materials, the VHPV challenges the players to attain the **Honor Medallion** by successfully completing ten goals. Only by adhering to the **Honor Pledge** and **Honor Code** will the players successfully achieve these goals.

## — The Setting —

Each player can choose a persona s/he wants to play as: male or female from one of the five different races. The game and challenges are different for each of the ten options. In addition, the powers and sensibilities of each gender will also be varied, in order to challenge the player to “play” as both a male and a female character. Once chosen the player is then transported to the **Honor Village** where the goals or quests are presented and the players must begin the journey down one of the many paths they are confronted with. Seven paths emanate from the Honor Village.

At the end of each path, if traveled successfully, the player is awarded a segment of the Honor Medallion and is challenged to explore further the remaining paths from the Honor Village. After each of the journeys are successfully completed the player will be transported to **GALUNLATI** (final destination) where the player will be presented with a final challenge which tests the player’s acquired knowledge. Before continuing with this challenge, the player must have successfully traveled each of the seven paths as ten different characters. These ten characters, combining their talents and knowledge must work as a team if they are to be successful in the final challenge. If successfully completed the player will be given a key or code, which the player can send in to receive their own Honor Medallion.

Along each path the player encounters many challenges and obstacles. The player must overcome these by using the tools, skills and attitudes the player is learning with the help of the Honor Code and Honor Pledge. If unsuccessful in a particular mission or challenge the player is led back to the Honor Village where an Adawee will offer support and assist the player in overcoming the obstacle. The Adawee is a Crystal Being representing wisdom and awareness which offers support and guidance to the player in a non-confrontational way. After additional guidance or healing at the Honor Village, the player can once again start out on the path and continue the journey.

## — The Paths/The Journey —

There will be several clues and shortcuts which the alert player will pick up – or pick up on – which can help with the journey. Many of the objects and clues can be put in the player’s Medicine Bag to be used at a later time.

It is up to the player to discern which particular object or tool would be put to the best use. For example, along one of the paths may lay an Eagle’s feather. If picked up and put in the Medicine Bag, the player will be able to use this power later to turn into an Eagle if needed to soar off a cliff or across water. An innocuous stone may lay at the side of the road, if selected and placed in the bag, the player may be able to summon it’s power up when the powers of the stone people are needed and be able to pass through the path with their assistance.

## — The Goals —

The goal of the Virtual Honor Village curriculum, is to promote self-esteem and learn a language of peace. As such, the program will be presented in a simple language, and the paths will be like daily encounters familiar to each player, i.e. real life situations.

Based on Native American Mythology, which emphasizes humans’ connection with Earth, with each other, and all things living; each encounter and challenge is rooted in the tenets of this philosophy.

For example, according to the idea of **Sacred Space**, each living thing has its own space or purpose that deserves respect. When Native Americans went to battle they honored the spirits of their enemy, as well as the spirits of the animals they killed for food. This idea is challenged everyday by discriminations and prejudices of all kinds. By adhering to the philosophy of Sacred Space, the player will be encouraged to examine their own prejudices in their own life and learn to respect other individuals Sacred Space by “playing” other races and gender. When a player sees through the eyes of other’s journeys, it is easier to walk with honor for all.

## — The Give Away Ceremony —

The Give Away Ceremony is based on the Native American tradition that no one is ever abandoned, orphaned, or left without food, dwellings or help. Each day we are faced with many in our society that are left without food, clothing, homes and love. Each player, during the journeys will be faced with the question of what to do if they meet a person in need.

## — The Lessons —

The ultimate goal is to restore honor to Mother Earth and all her creations in a non-violent atmosphere, children are taught to be aware of their connectedness to the earth and all things living. They are taught self-respect and the **Language of Peace** and shown how they can live this kind of life in today’s world creating a **Culture of Peace**.

By experiencing the Honor Pledge and Honor Code principles, each player will finish their individual journeys with a deep-seated respect for themselves and for the world to which they will be given the responsibility to preserve.