

PlayMatters

Sparking Lifelong Learning Through Play

In partnership with



The LEGO Foundation

Display

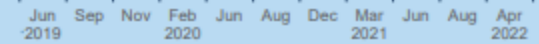
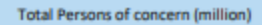
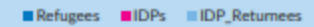
2021 Ethiopia Humanitarian Needs Overview: Education

In the last three years, the number of people in need of emergency education services in Ethiopia has remained consistently above two million. Displacement caused by recurrent natural and human-made disasters has disproportionately affected school-aged children. Further, records show that primary school-aged girls and children with disabilities in the emergency-affected regions and especially in refugee, IDP and returnee communities are disadvantaged compared to the rest of the population. The critical barriers to access include inadequate learning spaces, lack of WASH facilities, insecurity, inability to meet COVID-19 protocols for school reopening and movement of displaced populations. At least **50% of pre-primary** school age and an estimated **70% of secondary school** age students in IDP camps and camp-like settings have **no access to school**. (Source: 2021 Ethiopia Humanitarian Needs Overview, page 67.)

Posters

As of March 2022

14M Children in Need



Order of Game Play (Cheat Sheet!)

Every turn you will:

STEP 1: Complete up to 3 actions. Choose from:

- *Move your team one safe space in any direction (move 1 tile up, down, left, right) Note: You may not move through a tile that is UNSAFE, you must first spend an action to ensure safe access (costs 1 action per safe tile moved)*
- *Use your special ability/team role (costs 1 action unless otherwise indicated)*
- *Ensure safe access by flipping a tile you are on or next to (up, down, right, left) from UNSAFE to SAFE (costs 1 action per tile unless otherwise noted)*
- *Remove a Crisis Token from a tile you are on or next to (up, down, right, left) To remove Crisis Tokens, you must either:*
 - *Do WASH maintenance for a tile you are on or next to (remove 1 WASH Maintenance Crisis Token for 1 action)*
 - *Repair a school building for a tile you are on or next to (remove 1 Building Repair Crisis Token for 1 action)*
 - *Send supplemental feeding supplies to a tile you are on or next to (remove 1 Student Hunger Crisis Token for 1 action)*
 - *Send medical supplies to a tile you are on or next to (remove 1 Disease/Injury Crisis Token for 1 action)*
- *Share a Student Support Service card with a team on the same tile (You may give or take an SSS Card from a team located on the same tile as you for 1 action)*
- *Deliver matching Student Support Service cards at either the ECD Center (WASH, Nutrition) or Primary School (Health, Protection) to the appropriate Service Access Card.*

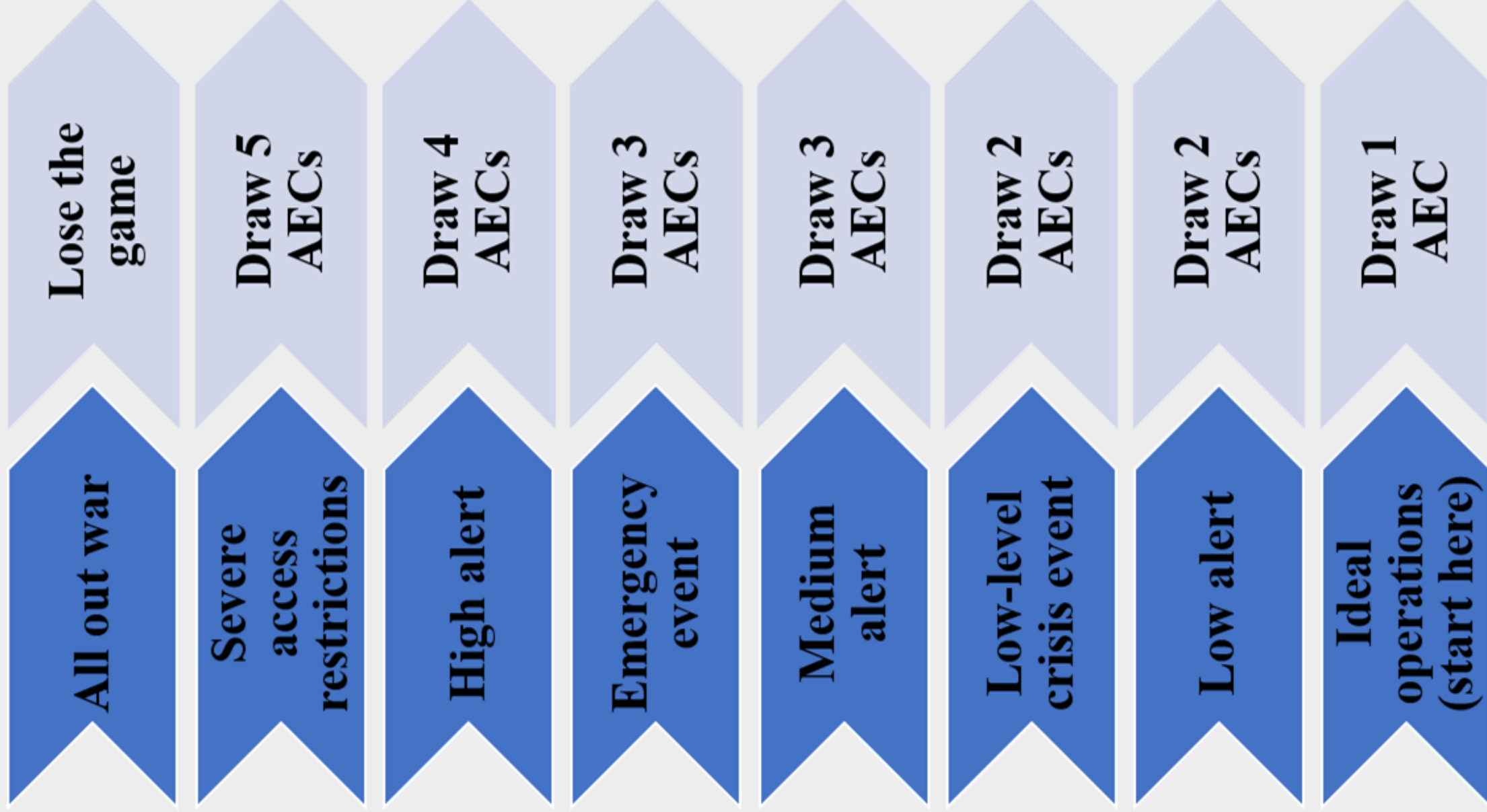
STEP 2: Draw two Student Support Service Cards

STEP 3: Draw Adverse Event Cards equal to the Threat Level Meter.

Tips and reminders:

1. This is a COLLABORATIVE game not only must you agree as a team, you must work with the other teams to maximize your success. Communicate, suggest, ask questions and be ready to advise everyone. That being said, the team whose turn it is makes the final decision, regardless of the will of the rest of the group.
2. If you have disagreements within teams, solve them with Rock, Paper, Scissors. [*Rock beats Scissors, Scissors beats Paper, Paper beats Rock.*] We cannot always know the strategic outcome of decisions made in the moment, and sometimes we have to make a quick decision and deal with consequences later.
3. The operating environment is designed to limit the options you have. While other teams are playing, quietly plan as a group to identify where you have the most leverage. However, recognize that flexibility is a key skill and by the time it reaches your turn again, the scenario might have shifted.
4. Have FUN!

Threat Level Meter



Game

Tiles (Location Cards) (A3)

The Operating Environment



Team 1 HQ

Team 2 HQ

Team 3 HQ

Team 4 HQ

Team 5 HQ

**Student
Support
Services
Draw Pile**

**Student
Support
Services
Discard Pile**

**Learning Through
Play Station**

**Adverse
Events
Cards Draw
Pile**

**Adverse
Events
Cards
Discard Pile**

Operating Environment Key

Yellow tiles = Team starting tiles

Blue tiles = Community tiles

Green tiles = Primary School tiles

Orange tiles = ECD Center tiles

** = Access Point for Student Services



Community Borehole

SAFE

(Starting Tile for Wash Unit)



Community Borehole



(Starting Tile for WASH Unit)

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Primary Healthcare Clinic

SAFE

(Starting Tile for Mobile Health Unit)



Primary Healthcare Clinic



(Starting Tile for Mobile Health Unit)

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Child Friendly Space

SAFE

(Starting Tile for Community-Based Child Protection Unit)

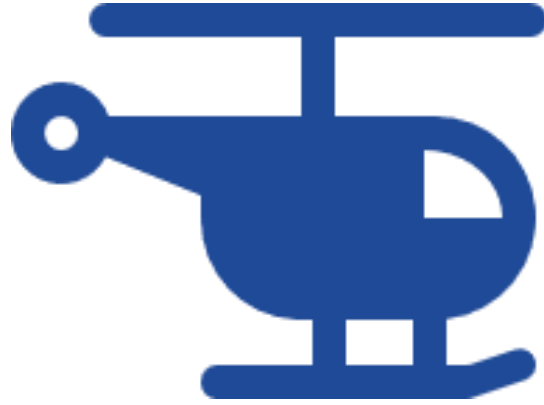


Child Friendly Space



(Starting Tile for Community-Based Child Protection Unit)

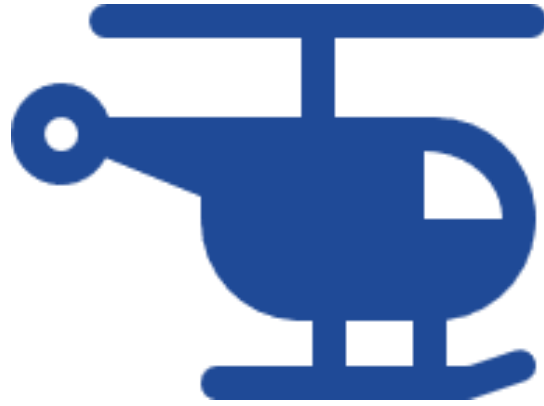
(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Logistics Base

SAFE

(Starting Tile for Emergency Response Team)



Logistics Base



(Starting Tile for Emergency Response Team)

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Nutrition Center

SAFE

(Starting Tile for Nutrition Unit)

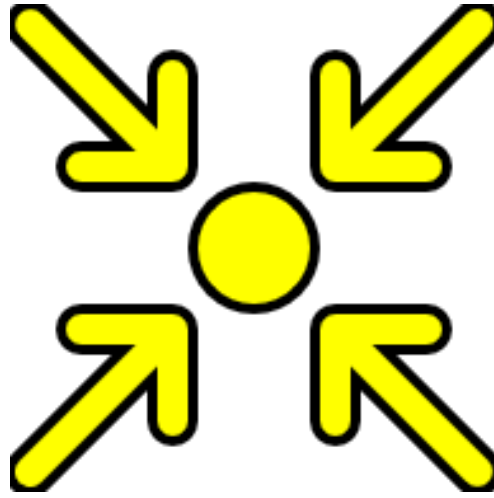


Nutrition Center



(Starting Tile for Nutrition Unit)

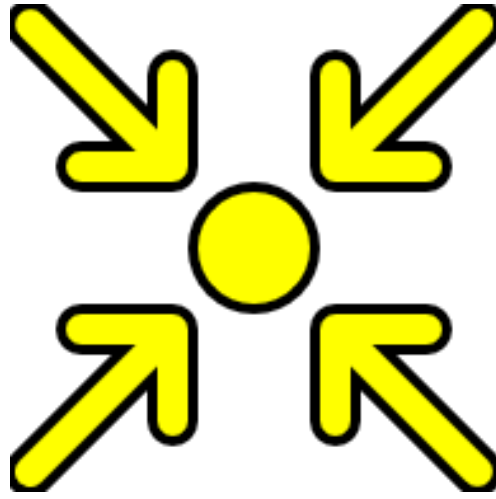
(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Emergency Response Headquarters

SAFE

(Starting Tile for Coordination Lead)



Emergency Response Headquarters



UNSAFE

(Starting Tile for Coordination Lead)

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)

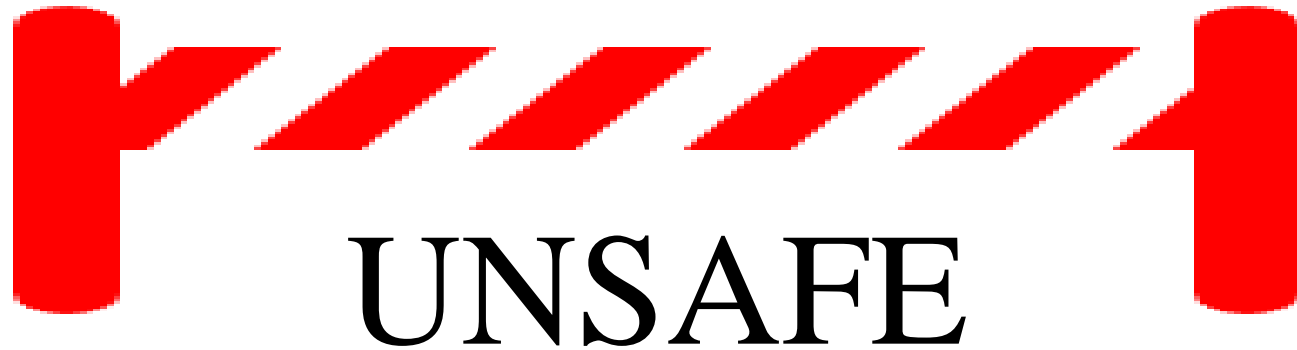


Woreda Education Office

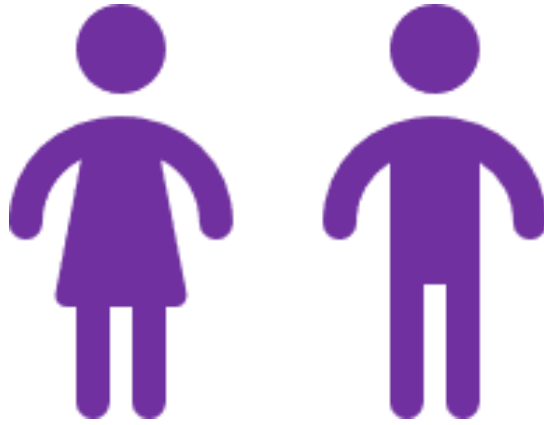
SAFE



Woreda Education Office

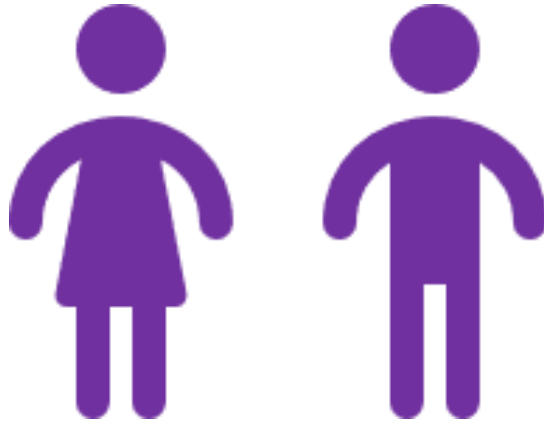


(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Community Play Area

SAFE



Community Play Area



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Community Religious Center

SAFE



Community Religious Center



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Market Center

SAFE



Market Center



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Youth Center

SAFE



Youth Center



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Forest

SAFE



Forest



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Women's Safe Space

SAFE



Women's Safe Space



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Primary School Office

*(Drop off Student Support Service Cards for Access to
Protection and Health here)*

SAFE



Primary School Office



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through or deliver Student Support Service Cards.)



Primary School Waterpoint

SAFE



Primary School Waterpoint



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Primary School Classroom Block A

SAFE



Primary School Classroom Block A



UNSAFE

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Primary School Classroom Block B

SAFE



Primary School Classroom Block B



UNSAFE

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Primary School Playground

SAFE



Primary School Playground



UNSAFE

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



Primary School Latrines

SAFE



Primary School Latrines



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



ECD Center Office

*(Drop off Student Support Service Cards for Access to
Nutrition and WASH here)*

SAFE



ECD Center Office



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through or deliver Student Support Service Cards.)



ECD Center Waterpoint

SAFE



ECD Center Waterpoint



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



ECD Center Latrines

SAFE



ECD Center Latrines



UNSAFE

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



ECD Center Classroom Block

SAFE



ECD Center Classroom Block



UNSAFE

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



ECD Center Playground

SAFE



ECD Center Playground



UNSAFE

(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)



ECD Center Garden

SAFE



ECD Center Garden



(You may NOT pass through this tile while it is unsafe. You must spend an action to make it safe before you can move through.)

Service Cards - Location Cards (A3)



Place Student Services Cards Here

Safe and Happy Students
(Access to School-based Child Protection and
Psychosocial Support Services)
[Must be placed in the Primary School]

The number of children in need of Child Protection services in Ethiopia increased by 23% between 2020 and 2021, from 2.6 million to 3.2 million. (2021 Ethiopia Humanitarian Needs Overview)



Place Student Services Card Here

Healthy Students (Access to School-based Health Services) *[Must be placed in the Primary School]*

Due to compounding vulnerabilities, the likelihood of Cholera, Malaria and Measles outbreaks in 2021 and 2022 is much higher than in other years. Conflict has increased the demand for emergency medical services as well as mental health/psychosocial support needs. (2021 Ethiopia Humanitarian Needs Overview)



Place Student Services Card Here

Student Sanitation

(Access to School-based WASH Services)

[Must be placed in the ECD Center]

Ethiopia's Education Information Management System (2018
– 2019) data shows that approximately 75% of schools
outside of cities do not have access to water. (Ethiopia
Humanitarian Needs Overview 2021)



Place Student Services Card Here

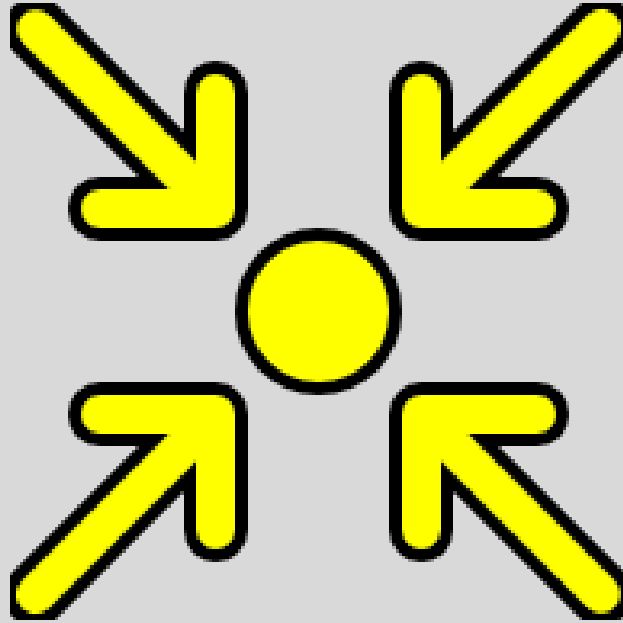
Nourished Students (Access to School-based Nutrition Services) *[Must be placed in the ECD Center]*

Of the 13.74 million people estimated to be in need of food and nutrition assistance, 55% are children and 18% people living with disability. Increased protection risks including access, gender-based violence, and negative coping mechanisms exist among the food-insecure population. (2021 Ethiopia Humanitarian Needs Overview)

Team Role Cards (A4)

- 6 team role and special action: print 1 of each
- Team leader identifier: Print 1 of each
- Team badge: Print on name tag stickers, 10 for each team

Coordination Lead



Special Action: Able to move other teams/players 2 adjacent SAFE spaces (*costs 1 action*). Your own movement costs 1 action per tile. May be used multiple times during one turn. Starts from the Logistics Base.

Community-Based Child Protection Unit



Special Action: Any tile that you are on or next to (up, down, right, left) cannot become unsafe to pass through (*costs 0 actions, ongoing*); Able to increase safety on 2 tiles that you are on or next to (*costs 1 action to flip 2 adjacent tiles from UNSAFE to SAFE*). May be used multiple times during one turn. Starts from Child Friendly Space (CFS).

Nutrition Unit



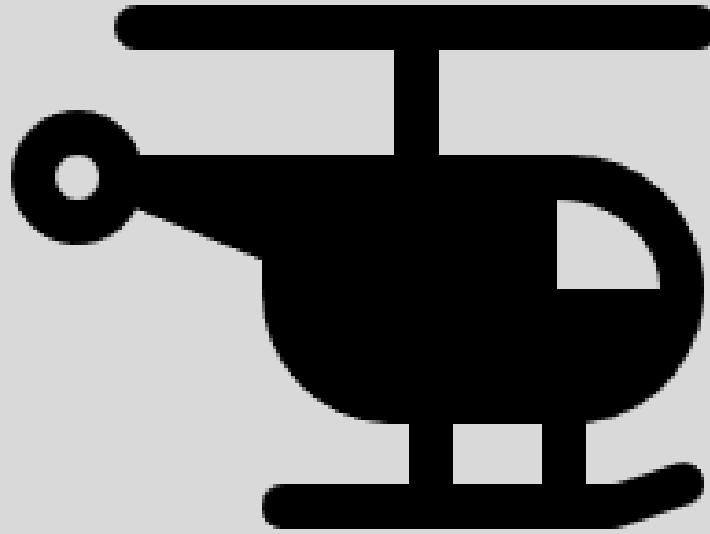
Special Action: Able to deliver high energy biscuits from anywhere on the board to reduce Student Hunger Crisis Tokens on 1 tile (*costs 1 action per token removed*). May be used multiple times during one turn. Starts from the Nutrition Center.

WASH Unit



Special Action: Able to repair water, sanitation and hygiene facilities to reduce WASH Maintenance Crisis Tokens at waterpoints and latrines from anywhere on the board (*costs 1 action per token removed*). May be used multiple times during one turn. Starts from the Community Borehole.

Emergency Response Team



Special Action: Once per turn, you may fly directly to any tile (*costs 0 actions*). May be used at any point during the turn, but can only be used once per turn. Starts from the Emergency Response Headquarters.

Mobile Health Unit

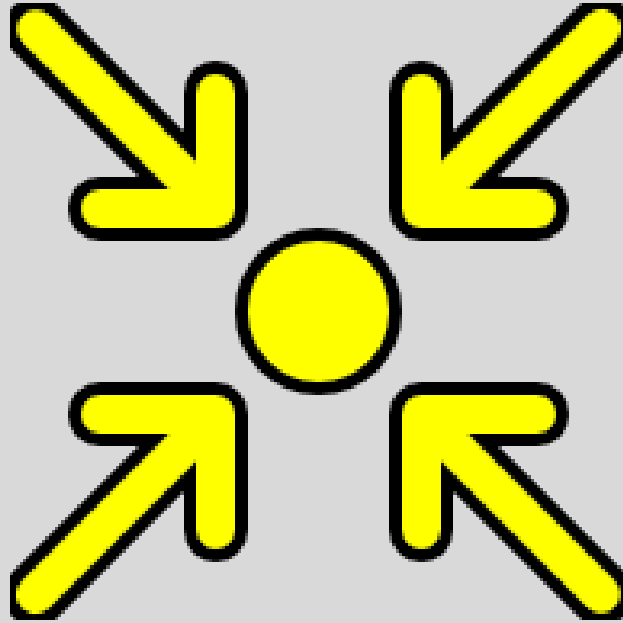


Special Action: Able to send medical supplies to remove Disease/Injury Crisis Tokens from anywhere on the board (*costs 1 action per token removed*). May be used multiple times during one turn. Starts from the community Health Clinic

Team Leader Signs (A4)

Print 1 of each

Coordination Lead



Special Action: Able to move other teams/players 2 adjacent SAFE spaces (*costs 1 action*). Your own movement costs 1 action per tile. May be used multiple times during one turn. Starts from the Logistics Base.

Community-Based Child Protection Unit



Special Action: Any tile that you are on or next to (up, down, right, left) cannot become unsafe to pass through (*costs 0 actions, ongoing*); Able to increase safety on 2 tiles that you are on or next to (*costs 1 action to flip 2 adjacent tiles from UNSAFE to SAFE*). May be used multiple times during one turn. Starts from Child Friendly Space (CFS).

Nutrition Unit



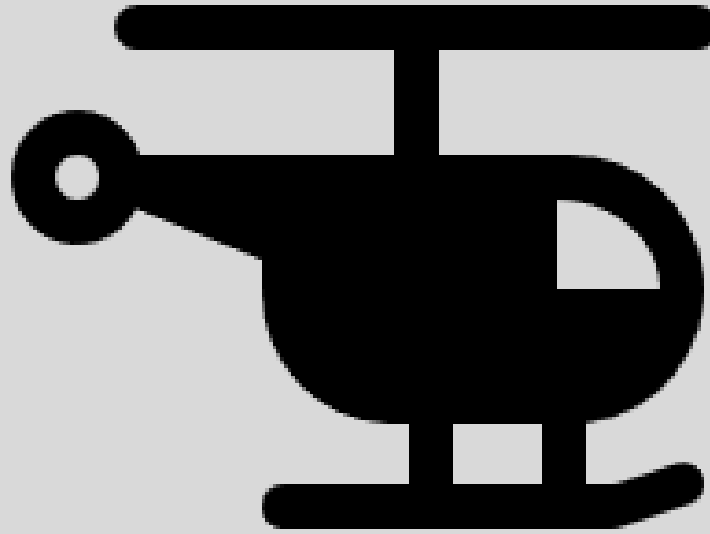
Special Action: Able to deliver high energy biscuits from anywhere on the board to reduce Student Hunger Crisis Tokens on 1 tile (*costs 1 action per token removed*). May be used multiple times during one turn. Starts from the Nutrition Center.

WASH Unit



Special Action: Able to repair water, sanitation and hygiene facilities to reduce WASH Maintenance Crisis Tokens at waterpoints and latrines from anywhere on the board (*costs 1 action per token removed*). May be used multiple times during one turn. Starts from the Community Borehole.

Emergency Response Team



Special Action: Once per turn, you may fly directly to any tile (*costs 0 actions*). May be used at any point during the turn, but can only be used once per turn. Starts from the Emergency Response Headquarters.

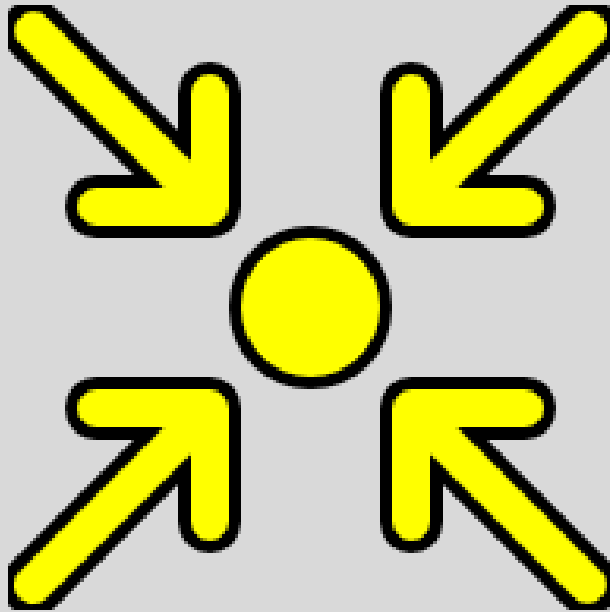
Mobile Health Unit



Special Action: Able to send medical supplies to remove Disease/Injury Crisis Tokens from anywhere on the board (*costs 1 action per token removed*). May be used multiple times during one turn. Starts from the community Health Clinic

Team Members (A6 - sticker size)
Print 10 of each

Coordination Lead



Community-Based Child Protection (CBCP) Unit



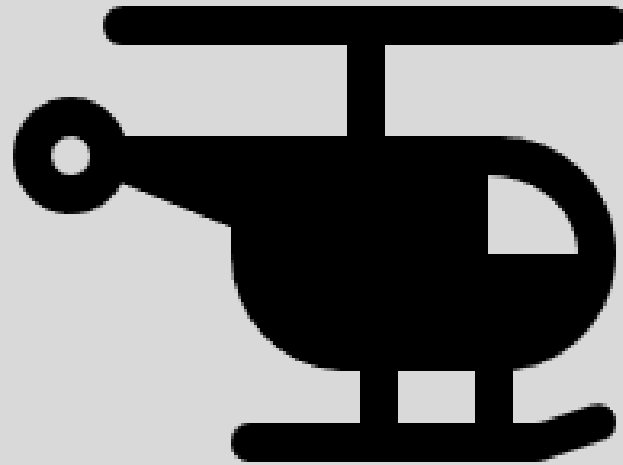
Nutrition Unit



WASH Unit



Emergency Response Team



Mobile Health Unit



Student Support Service (SSS) cards (A4)

- Print 7 copies of each service card (Nutrition, Health, Protection, WASH) = 28
- Print 3 copies of each Bonus Action Card = 15
- Print 3 copies of Threat Level Rises! Card = 3

School-based Nutrition Service Card



Instructions: Bring this card to the ECD Center. It needs to be combined with 4 matching ones to ensure access to school-based nutrition services. (*When discarded, place in the SSS Deck Discard pile.*)

Pregnant/lactating women, infants, and children bear the brunt of malnutrition. Severe Acute Malnutrition rates increased between 5% - 57% in all regions of Ethiopia in 2020. When children are malnourished, they are more susceptible to disease, less likely to attend school, and when in school less able to concentrate on learning. (2021 Ethiopia Humanitarian Needs Overview)

School-based Water, Sanitation and Hygiene (WASH) Service Card



Instructions: Bring this card to the ECD Center. It needs to be combined with 4 matching ones to ensure access to school-based WASH services. *(When discarded, place in the SSS Deck Discard pile.)*

Lack of access to water, sanitation and hygiene (WASH) services in schools contributes to higher rates of malnutrition, disease, and protection risks. 53% of people in need with regard to WASH are children, and the lack of WASH services in schools increases school drop-outs and results in girls missing more days of schooling. (2021 Ethiopia Humanitarian Needs Overview)

School-based Health Service Card



Instructions: Bring this card to the Primary School. It needs to be combined with 4 matching ones to ensure access to school-based health services. (*When discarded, place in the SSS Deck Discard pile.*)

Of the 8.8 million people in need of health-related services in 2021, 56% are children who are most affected by malnutrition and malaria. People living in areas with poor WASH coverage are at a higher risk of cholera. Women and girls, particularly those affected by conflict, are also in need of sexual and reproductive health care. Access to school-based health services and referrals increases enrollment & retention of students. (2021 Ethiopia Humanitarian Needs Overview)

School-based Protection Service Card



Instructions: Bring this card to the Primary School. It needs to be combined with 4 matching ones to ensure access to school-based protection services. (*When discarded, place in the SSS Deck Discard pile.*)

Across Ethiopia, 5.3 million people (53% children) are in need of protection services, specifically unaccompanied and separated children, children living with disabilities, displaced children and out of school children. Those with multiple vulnerability characteristics are at higher risk. Girls and children living with disabilities are often kept out of school, which deprives them of access to services and aid workers. Quality child protection and psychosocial support services increase the likelihood that vulnerable children will attend school regularly and develop their resilience so they can focus on learning.(2021 Ethiopia Humanitarian Needs Overview)

Bonus Action: Emergency Feeding

(Send high-energy biscuits to any one location)



Instructions: Remove all Student Hunger tokens on any 1 tile.
[You may play this card from anywhere on the board and at any time—even if it is not your turn. It does not count as an action. Discard to the SSS Deck when used.]

Bonus Action: Temporary De-Escalation

(Reduce tensions in any one location)



Instructions: Change any one tile from UNSAFE to SAFE.

[You may play this card from anywhere on the board and at any time—even if it is not your turn. It does not count as an action. Discard to the SSS Deck when used.]

Bonus Action: Coordination Support

(Send staff to support a surge response)



Instructions: Give any team one extra action for this round.
[You may play this card from anywhere on the board and at any time—even if it is not your turn. It does not count as an action. Discard to the SSS Deck when used.]

Bonus Action: Complete Strategic Planning *(Identify risks and responses)*



Instructions: Look at the top three Adverse Events Cards and choose one to discard. *[You may play this card from anywhere on the board and at any time—even if it is not your turn. It does not count as an action. Discard to the SSS Deck when used.]*



Threat Level Rises!



Instructions:

1. Increase the Threat Level Indicator by one.
2. Take all of the cards from the Adverse Events Cards discard pile, shuffle them and put them **on top** of the Adverse Events Cards draw pile. *(This is because locations that have experienced crisis are at a higher level of vulnerability in humanitarian settings.)*
3. Discard the Threat Level Rises! card into the Student Support Services Cards discard pile.

Crisis Token Cards (A4)

- Print 8 each of the Student Hunger Crisis Token, WASH Maintenance Crisis Token, Building Repair Crisis Token, Disease/Injury Crisis Token
- Suggesting that they be placed around bottles or Duplo brick towers to make them 3D

Student Hunger Crisis Token



Instructions: Can be removed for 1 action if you are on or next to (up, down, right, left) this tile. Must be removed before you can move to or through this tile.

[Nutrition Unit may remove this token for 1 action from anywhere on the board.]

WASH Maintenance Crisis Token



Instructions: Can be removed for 1 action if you are on or next to (up, down, right, left) this tile. Must be removed before you can move to or through this tile.
[WASH Unit may remove this token for 1 action from anywhere on the board.]

Disease/Injury Crisis Token



Instructions: Can be removed for 1 action if you are on or next to (up, down, right, left) this tile. Must be removed before you can move to or through this tile.
[Mobile Health Unit may remove this token for 1 action from anywhere on the board.]

School Building Repair CrisisToken



Instructions: Can be removed for 1 action if you are on or next to (up, down, right, left) this tile. Only affects Primary School and ECD Center tiles. Must be removed before you can move to or through this tile.

Adverse Events Cards (A4)

Print 1 of each



Adverse Events Card



Armed actors threaten the Primary School.

Instructions: Change all Primary School tiles to UNSAFE. *[Must be changed to SAFE before any player may enter or cross through.]*





Adverse Events Card



Waterpoint breaks at the ECD Center.

Instructions: Place 1 WASH Maintenance token on the ECD Waterpoint tile. *[Must be removed before any player can enter or cross through.]*





Adverse Events Card



Latrines overflow in the Primary School.

Instructions: Place 1 WASH Maintenance token and 1 Disease/Injury token on the Primary School Latrines tile. *[Must be removed before any player can enter or cross through.]*



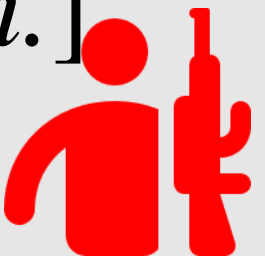


Adverse Events Card



Classroom Block B roof caves in, injuring 1 teacher and 3 students.

Instructions: Place 1 Building Maintenance token and 1 Disease/Injury token on the Primary School Classroom Block B tile [*Must be removed before any player can enter or cross through.*]





Adverse Events Card



**Teachers refuse to work because
salaries/stipends have not been paid.**

**Instructions: Draw 2 extra Adverse Events
card this turn.**





Adverse Events Card



Teachers refuse to work because salaries/stipends have not been paid.

Instructions: Draw 2 extra Adverse Events card this turn.





Adverse Events Card



ECD Facilitators don't use Learning through Play lesson plans.

Instructions: All teams move 1 tile away from the ECD Center. *(If inside the ECD Center Grounds [any ECD tile], must move to a community tile outside.)*





Adverse Events Card



Primary School teachers don't use Learning through Play lesson plans.

Instructions: All teams move 1 tile away from the Primary School. (*If inside the Primary School Grounds [any Primary School tile], must move to a community tile outside.*)





Adverse Events Card



Work permits have been revoked.

**Instructions: Choose another team to lose 1
action.**





Adverse Events Card



Work permits have been revoked.

**Instructions: Choose another team to lose 1
action.**





Adverse Events Card



The truck delivering high energy biscuits experiences engine failure.

Instructions: Add 1 Student Hunger Crisis Token to any Primary School tile AND any ECD Center tile. *[Must be removed before any player can enter or cross through.]*





Adverse Events Card



The truck delivering high energy biscuits experiences engine failure.

Instructions: Add 1 Student Hunger Crisis Token to any Primary School tile AND any ECD Center tile. *[Must be removed before any player can enter or cross through.]*





Ongoing Adverse Events Card



Primary school-age girls are kept home from school when they begin menstruation.

Instructions: Team must visit the Community Religious Leaders and complete the LtP Mini-game to ensure that they voice support for girls to attend school at their religious services this week. Until resolved, no teams may enter any of the Primary School tiles. (*If already inside the grounds you may stay.*)





Ongoing Adverse Events Card



Parents refuse to allow children living with disabilities to attend school.

Instructions: Team must visit the Community Elders and complete the LtP Mini-game to ensure the Community Elders pass key messages about all children accessing education to their constituents. Until resolved, add 1 Disease/Injury token to a Primary School or ECD Center tile at the start of each team's turn.





Ongoing Adverse Events Card



The budget is overspent and needs realignment.

Instructions: Team must visit the Donor and complete the LtP Mini-game to ensure there are no disallowed costs. Until resolved, teams cannot use their Special Abilities.





Ongoing Adverse Events Card



The budget is underspent and needs realignment.

Instructions: Team must visit the Donor and complete the LtP Mini-game to re-negotiate project activities. Until resolved, teams cannot use their Bonus Action Cards.





Ongoing Adverse Events Card



Two partners do a joint activity and accidentally double count school children.

Instructions: Active Team must choose another Team to accompany them to the Donor and the District Education Office to complete BOTH LtP Mini-games in order to revise the data and repair the relationship. Until resolved the ECD Center and Primary School Offices are inaccessible to any Team and no delivery of SSS Cards may happen.





Adverse Events Card



Emergency Evacuation.

Instructions: Choose another team to return to their starting tile and complete one LtP game of their choice to regain access to the community.





Adverse Events Card



Emergency Evacuation.

Instructions: Choose another team to return to their starting tile and complete one LtP game of their choice to regain access to the community.





Adverse Events Card



Emergency Evacuation.

Instructions: Choose another team to return to their starting tile and complete one LtP game of their choice to regain access to the community.





Adverse Events Card



Fire in Classroom Block A.

Instructions: Add 2 Disease/Injury Crisis Tokens and 1 Building Repair Crisis Token to Primary School Classroom Block A. [*Must be removed before any player can enter or cross through.*]





Ongoing Adverse Events Card



Parents oppose the use of Learning through Play in the Primary School classrooms.

Instructions: All teams located in the Primary School must return to their starting tile and meet with either the District Education Office or Community Elders to regain access to the Primary School. Until resolved, all

Community-facing Primary School tiles become

UNSAFE.



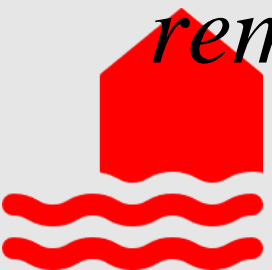


Adverse Events Card



Drought threatens the area. Children do not attend school because they are food insecure and migrating in search of water and food.

Instructions: Add 1 Hunger Crisis Token to three different Primary School or ECD Center tiles. Add 1 Disease/Injury token to the Nutrition Center. [*Must be removed before any player can enter or cross through.*]





Adverse Events Card



The fence around the ECD Center has fallen.

Instructions: Add 1 Building Repair Crisis Token to each of the Community-facing ECD Center tiles. *[Must be removed before any player can enter or cross through.]*





Adverse Events Card



School-age girls are threatened with sexual violence while doing chores outside of the home.

Instructions: Change Community Borehole, Forest and Market tiles to UNSAFE and add 2 Disease/Injury Crisis Tokens to the Primary Healthcare Clinic. *[Must be removed before any player can enter or cross through.]*





Ongoing Adverse Events Card



Children miss school due to the need for them to engage in income-generating activities.

Instructions: Team returns to their starting tile and must visit either the Community Elders or Community Religious Leaders to convince them to hold a meeting with parents. Until resolved, Primary School Classroom Blocks A and B are inaccessible (no one may move into or out of them).





Ongoing Adverse Events Card



There is a COVID outbreak at the ECD Center.

Instructions: Add 1 Disease/Injury Crisis Token to any 3 ECD Center tiles. All teams inside the ECD Center are sent to the Primary Healthcare Clinic for testing. Before you can resume work, you must complete the District Education Office LtP Mini-game for them to approve your negative test.





Adverse Events Card



A fuel shortage affects water trucking services.

Instructions: WASH Unit returns to their starting tile. Add 1 WASH Crisis Token to both the Primary School and ECD Center waterpoints. *[Must be removed before any player can enter or cross through.]*





A fuel shortage affects mobile health services.

Instructions: Mobile Health Unit is sent back to their starting tile, add 1 Disease/Injury Crisis Token to any 1 Primary School tile.

[Must be removed before any player can enter or cross through.]





Adverse Events Card



There is conflict between different refugee ethnic groups.

Instructions: Change the Community Play Area, Market Center, Community Religious Center, Women's Center and Youth Center to UNSAFE.





Adverse Events Card



There is an unexpected influx of refugees.

Instructions: Add 1 Student Hunger Crisis Token to your choice of 1 Primary School and 1 ECD Center tile. Add 1 Disease/Injury Crisis Token to both the Youth Center and Women's Center. [*Must be removed before any player can enter or cross through.*]





Adverse Events Card



Fighting in a neighboring district pushes several thousand internally displaced people into the community. The Primary School is used as a temporary holding center.

Instructions: All teams who are located in the Primary School move 2 tiles away and add 2 Building Repair Crisis Tokens to any tile in the Primary School. [*Must be removed before any player can enter or cross through.*]





Adverse Events Card



Price inflation affects the cost of non-food items and medications.

**Instructions: Mobile Health Unit,
Coordination Lead and WASH Unit must
move to the market for supplies. *[Move there
immediately, no action cost for moving.]***





Adverse Events Card



Telecommunications and banking services are offline causing inflated prices and a critical shortage of medication and food supplies.

Instructions: Mobile Health Unit, Emergency Response Team and Nutrition Unit must return to their starting tiles.





Adverse Events Card



There is a sharp increase in pregnant and lactating women (PLW), infants and children suffering from acute malnutrition due to food shortages, limited access to safe water and inadequate healthcare services.

Instructions: Community-based Child Protection Unit and Nutrition Unit must visit the Primary Healthcare Clinic.

[Move there immediately, no action cost for moving.] **Add 1**

Student Hunger Crisis Token to any ECD tile. *[Must be removed before any player can enter or cross through.]*





Adverse Events Card



Disease strikes livestock in pastoralist and agro-pastoralist areas. Looting increases as a result of hunger-related displacement.

Instructions: Market tile becomes UNSAFE. One Disease/Injury Crisis token is added to the Forest. Add 1 Student Hunger Crisis Token to any two tiles of your choice. *[Must be removed before any player can enter or cross through.]*





Adverse Events Card



ECD Caregiver training is disrupted when there is disagreement about per diem rates between facilitators and trainees.

Instructions: ECD Office tile becomes UNSAFE. All teams inside the ECD Center must move 1 tile away. (*If inside the ECD Center Grounds [any ECD tile], must move to a community tile outside.*)



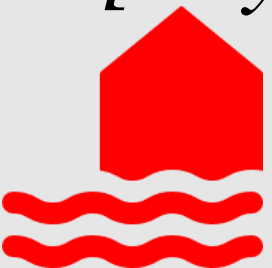


Adverse Events Card



Primary School Teacher Professional Development trainings are disrupted when there is disagreement about per diem rates between facilitators and trainees.

Instructions: Primary School Office tile becomes UNSAFE. All teams inside the Primary School must move 1 tile away. (*If inside the Primary School Grounds [any Primary School tile], must move to a community tile outside.*)





Adverse Events Card



**School desks and furniture are broken,
forcing children and teachers to sit on the
floor at the Primary School.**

**Instructions: Add 1 Building Repair Crisis
Token to Classroom Blocks A and B.**





Ongoing Adverse Events Card



Increased violence in the home is causing heightened behaviour problems in the classroom.

Instructions: Team must visit the Donor to secure funding for increased psychosocial support programming. Until this is resolved, the Community-based Child Protection Unit cannot use their special ability.



**Learning through Play LtP Mini-
games (District Education Office,
Community Religious Leaders,
Community Elders and Donor) (A4)**

District Education Office LtP Mini-game Facilitator Instructions

Pre-primary literacy skill: Starting sounds

Instructions: Each time a team comes, let them choose a random letter card. They have 5 minutes to collect 5 items from around the room that begin with that starting letter and bring them to the District Education Officer for approval. If they cannot collect, they may draw the item instead. *[If they succeed, they return to the game. If they fail, let them try again, but inform the Game Master of the Breakdown in Coordination Consequence.]*

District Education Office LtP Mini-game Participant Instructions

Pre-primary literacy skill: Starting sounds

Instructions: Choose a random letter card. Your team has 5 minutes to collect 5 items from around the room that begin with that starting letter and bring them to the District Education Officer for approval. If you cannot collect an item, you may draw it instead. Please do this quietly while the game continues. *[If you succeed, your team may return to the game. If you do not, the District Education Officer *MIGHT* let you try a different letter. There will be a Breakdown in Coordination Consequence that will affect all other teams.]*

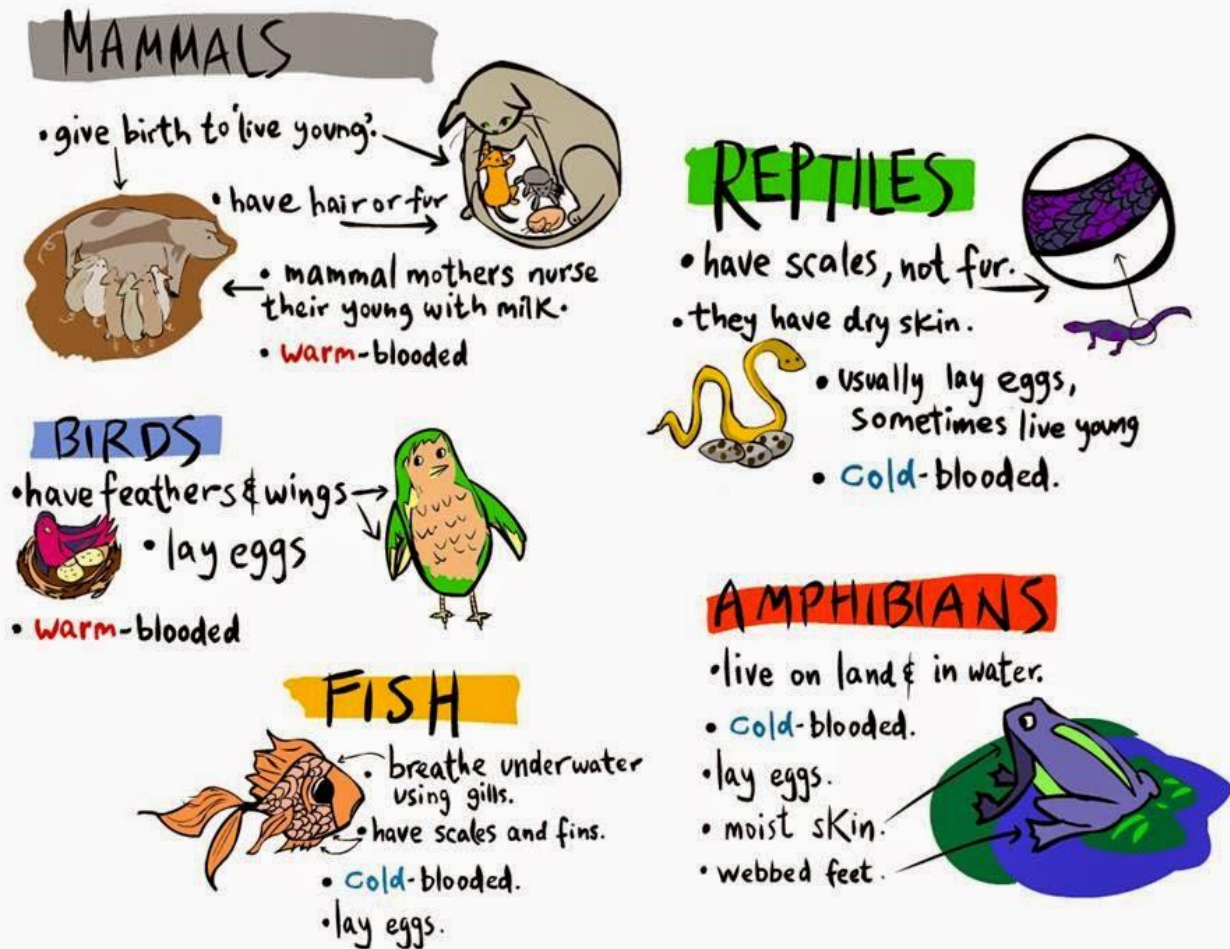
Community Religious Leaders LtP Mini-game: Facilitator Instructions

Lower primary science skill: Classifying animals and their habitats

Instructions: Each time a team comes, they must randomly choose one of the 6 animal picture cards to discuss. They must name the animal, classify it, describe its habitat and 2 ways to identify the animal to win the challenge and get the Community Religious Leaders' approval. They have 5 minutes to complete this challenge. *[If they succeed, they return to the game. If they fail, let them try again, but inform the Game Master of the Breakdown in Coordination Consequence.]*

Community Religious Leaders LtP Mini-game: Facilitator Answer Guide

Lower primary science skill: Classifying animals and their habitats



(The team does not have to be able to name the exact animal, but rather its type): Snake (reptile), Raven (bird), Giraffe (mammal), Cow (mammal), Nile Perch (fish), Frog (amphibian)

Community Religious Leaders LtP Mini-game: Participant Challenge

Lower primary science skill: Classifying animals and their habitats

Instructions: Choose an animal picture card. As a team, name the vertebrate, tell which classification it belongs to (*e.g. mammal, reptile, bird, fish, amphibian*), which habitat it lives in and two ways to identify it. You have 5 minutes to complete this challenge. Please do this quietly while the game continues.* [*If you succeed, your team may return to the game. If you do not, the Community Religious Leaders *MIGHT* let you try a different challenge. There will be a Breakdown in Coordination Consequence that will affect all other teams.*]

Donor LtP Mini-game: Facilitator Instructions

Upper primary mathematics skill: Understanding numbers and number operations

Instructions: Each time a team comes, they must roll the 3 dice and create two equations that are mathematically true using **ONLY** those numbers. (*See facilitator's guide for examples*) **They have 5 minutes to complete this challenge.** [*If they succeed, they return to the game. If they fail, let them try again, but inform the Game Master of the Breakdown in Coordination Consequence.*]

Donor LtP Mini-game: Participant Instructions

Upper primary mathematics skill: Understanding numbers and number operations

Instructions: Roll the 3 dice. Create two equations that are mathematically true using ONLY those numbers. Please do this quietly while the game continues. You have 5 minutes to complete this challenge. *[If you succeed, your team may return to the game. If you do not, the Donor *MIGHT* let you try to re-roll. There will be a Breakdown in Coordination Consequence that will affect all other teams.]*

- *Example #1: I roll 6, 1, 5. I can create a simple equation of $6 - 5 = 1$ and $5 + 1 = 6$*
- *Example #2: I roll 6, 2, 5. I have to create a more complex equation $(6 + 6) - (5 \times 2) = 2$; or $(6^2 - 5^2) - 6 = 5$ or $[(2 + 2)^2 - 6] \div 2 = 5$*
- *Incorrect example: any equation that uses a number other than the three you have rolled: $6 + 5 + 2 = 13$. While this is mathematically correct, 13 is not one of the numbers you rolled.*

Community Elders LtP Mini-game: Facilitator Instructions

Social-emotional skills: Positive relationships, Social Awareness

Instructions: Each time a team comes, they must identify 5 acts of kindness that are low-cost/no-cost that could be done in a refugee context. Then they must act them out/demonstrate with their bodies. They have 5 minutes to brainstorm, then they must perform. *[If they succeed, they return to the game. If they fail, let them try again, but inform the Game Master of the Breakdown in Coordination Consequence.]*

Community Elders LtP Mini-game: Participant Challenge

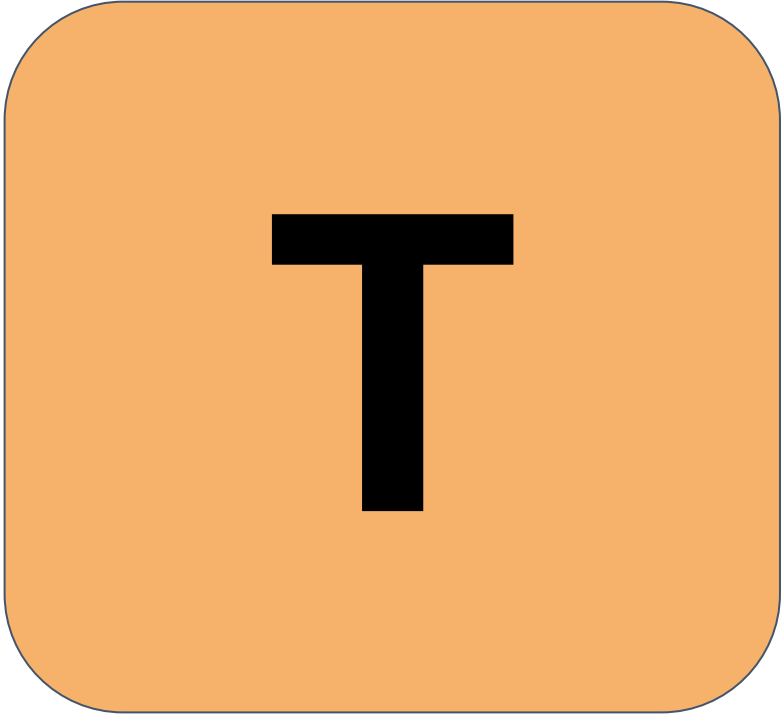
Social-Emotional Skill: Positive relationships, Social Awareness

Instructions: Your team has just discovered that today is Student Kindness Day. As a team, come up with 5 random acts of kindness primary school-age children can do in a refugee context (e.g. no cost/low-resource activities). Be ready to act them out as a team in front of the Community Elders. You have 5 minutes to complete the challenge to get the Community Elders approval. *[If you succeed, your team may return to the game. If you do not, the Community Elders *MIGHT* let you try again. There will be a Breakdown in Coordination Consequence that will affect all other teams.]*

LTP Cards (A6)

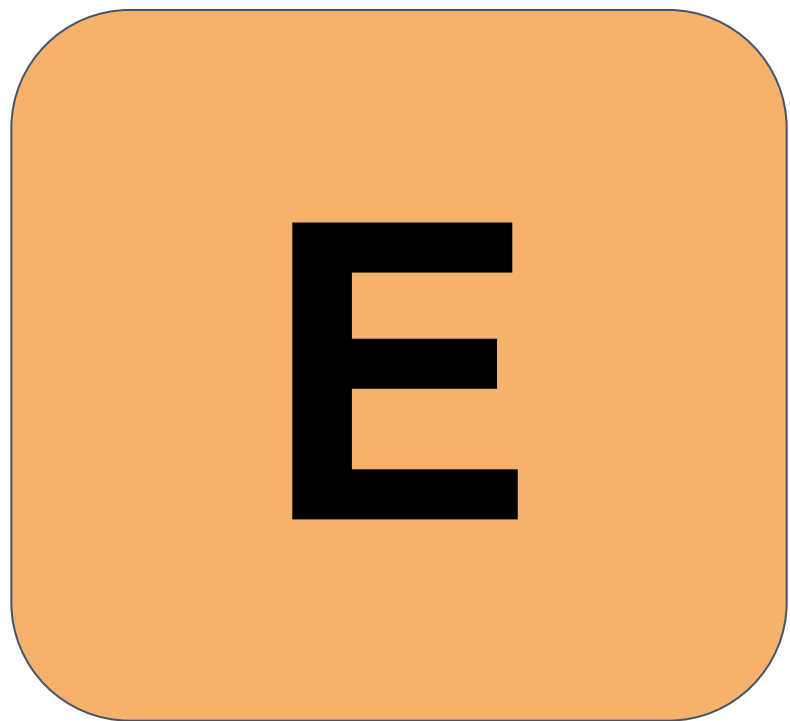


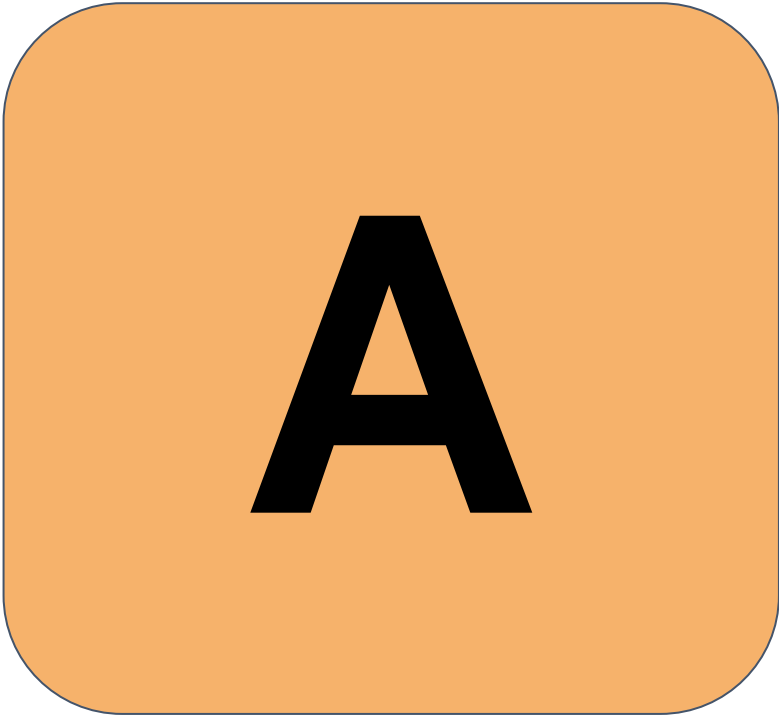








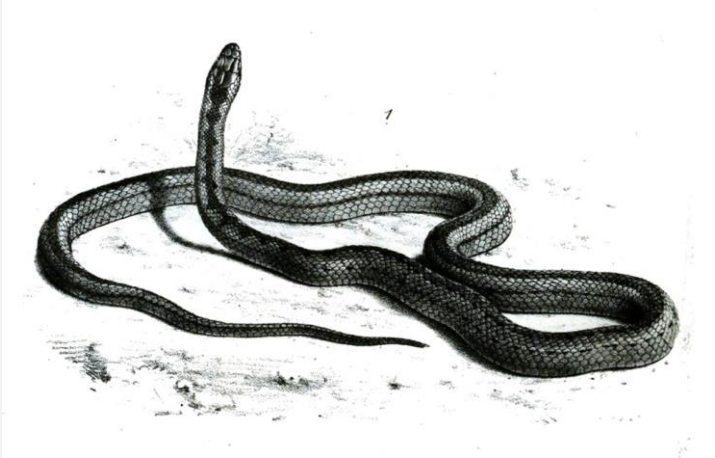




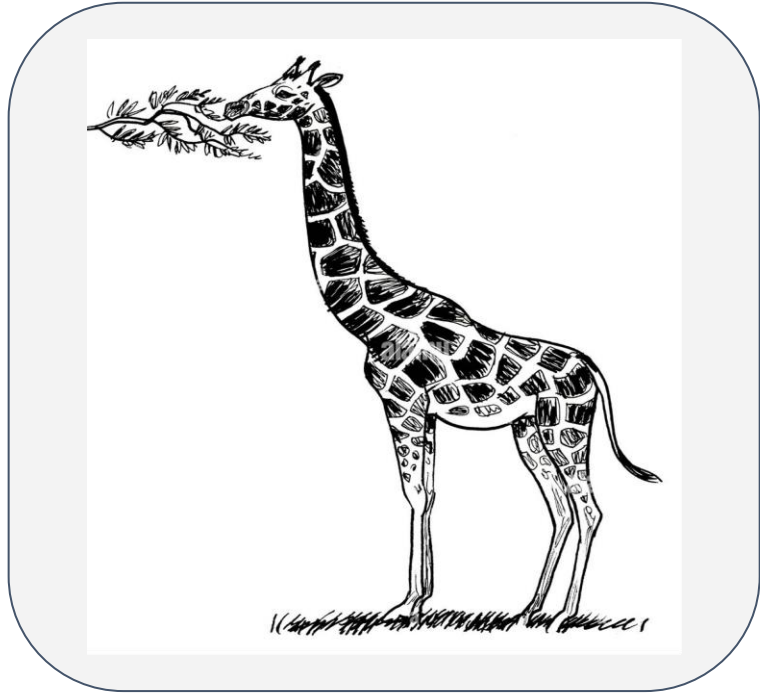


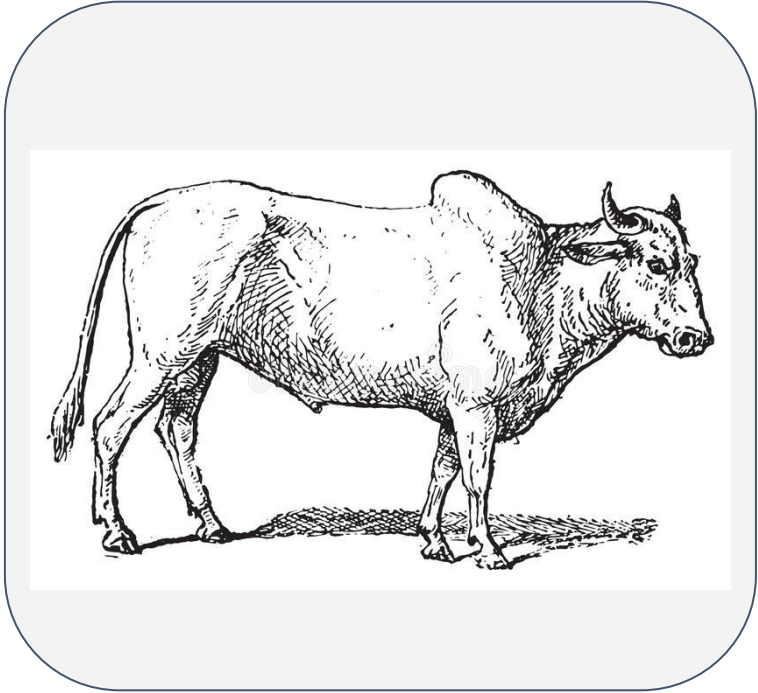


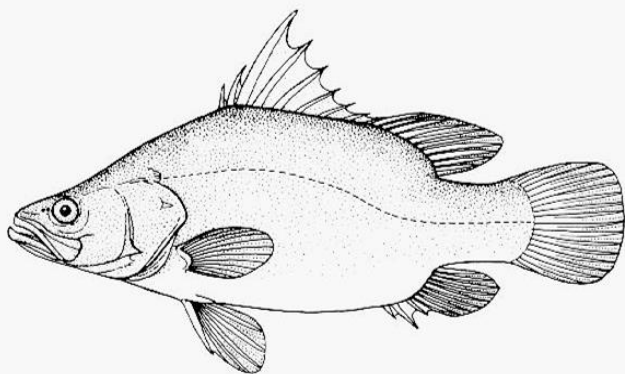














Breakdown in Coordination Consequences(A4)

Breakdown in Coordination Consequences

<u>Team Role</u>	<u>Coordination Effect</u>
Emergency Response Team	Until the Emergency Response Team is able to successfully return to the game, other teams only draw 1 Student Support Services Card instead of 2.
Coordination Lead	Until the Coordination Lead is able to successfully return to the game, all movement now costs 2 actions per tile.
Nutrition Unit	If the Nutrition Unit fails to complete their task, the other teams must choose 3 different tiles at either the ECD Center or Primary School to add Student Hunger Tokens to.
Community-based Child Protection Unit	Until the CBCP Unit is able to successfully return to the game, all UNSAFE spaces cannot be made SAFE. This might limit other teams’ movements and actions.
Mobile Health Unit	If the Mobile Health Unit fails to complete their task, 1 Disease/Injury Crisis Token is added to all Playgrounds and Child Friendly Spaces.
WASH Unit	If the WASH Unit fails to complete their task, 1 WASH Maintenance Crisis Token is added to all waterpoints, boreholes and latrines on the board.