



Simulation Game

**Sheets may be freely photocopied, enlarged
or projected for educational purposes**

**www.kids4kids.org
1800 244 986**

Simulation Game: Education Makes a Difference

Preparation

- Photocopy the Identification Cards so that there is one card per child. Most children should be given a B card. Only give a few A and C cards out. Photocopy the Rules of the Game sheets too, so that children with an A card get A Rules, B card children get B Rules, and C card children get C Rules.
- Photocopy and cut out the Money Saver bank forms. You will only need enough for A children, as no-one else will be able to open a bank account. Stick the instructions for the Bank on an envelope and place the Money Saver Bank account forms in this. Make a large BANK sign.
- Photocopy and cut out the school enrolment forms. Make enough copies for each student in the corresponding groups (A for A, B for B, C for C). Stick the instructions for the School on an envelope and place the enrolment forms in it. Make a large SCHOOL sign.
- Photocopy money for Social Security, and clip bundles together, enough for about half the children. Each bundle should contain one Rs 50 and two Rs 1. Stick the instructions for Social Security on an envelope and place the bundles of money in it. Make a small SOCIAL SECURITY sign. It should only be able to be read from up close. Make a small CLOSED sign as well.
- Make a large sign for HEALTH CLINIC. Copy the Health Clinic instructions.
- Copy Community Health Worker instructions.
- Make a large sign for GOVERNMENT TOILETS. Copy instructions for Government Toilets.
- READ through the instructions for the game and the special roles to familiarise yourself with the game prior to playing.
- The room does not need setting up before the game. It can be played in a normal classroom setting. The signs should not be placed around the room before the game.
- Provide blu-tac and stamps or pens for the special roles.

Playing the Game

Introducing and explaining the game

- Introduce the activity to the group: "We are going to play a role-playing game. It is important to stay in role, and to try and act as your character would act. Stay in this role until the end of the game. Afterwards, we will talk about what it was like in that role. In the game you may get confused – this is supposed to happen, and is part of the game. Just try to think about how your character would act. I won't help you in the game when you get confused because that is part of the game. However, we will talk about it afterwards."
- Explain to the group that they are all children who live in a slum in Delhi. "You live in small one-roomed houses made of scrap materials. Some of these houses are under a bridge. All the houses are crammed in next to each other. Many of the people in your area share local taps and other facilities. The surrounding area has a lot of rubbish around because many of the families are rag-pickers. This means they collect rubbish and sort it out to be sold for recycling. There are larger houses close by where more wealthy people live. Some of your parents may work in these houses or for these people."
- Ask for 6 volunteers to play special roles. Five of these children will manage the Health Clinic, the Government Toilets, the School, Social Security, the Bank. One will be the Community Health Worker. Give these children their envelopes, instructions and equipment, and ask them to read their job descriptions while you talk to the rest of the group.

- Hand out the identification cards and the appropriate Rules of the Game to the rest of the children. Ask them to read the cards and draw a picture of themselves, and get ready to follow the Rules. Players are not to show their cards to each other. Give 2 minutes to do this.
- While the children are reading, ask the children with special roles (Health Clinic, Social Security, Bank, School and Government Toilets) to set up.
- Don't explain anything. Do not read out the rules. Each person must try and work out what to do themselves, from reading the instructions or watching what is happening.
- Start the game.

During the game

- After 3–5 minutes, an announcement is made to the whole group.

Those people who have not been immunised at the Health Clinic need to come and sit down over here. You have just caught measles. Because you are not immunised and you are slightly malnourished, you have just become critically ill. You are unable to move or make a sound. You must stay there for 2 minutes.

- After 5–7mins, make the following announcement.

If you have not paid to use the government toilets by now, you have just contracted diarrhoea. You must stop what you are doing and put your hands on your head for 1 minute.

- The game should run for 10-15 minutes, or until the A children have completed most tasks.

Conclusion and Debriefing

- Stop the game, and sit the group down for a debrief discussion. Explain that we are now out of role, and going to speak about our experience in role in the game.
- Ask the following questions. When the children answer, ask follow-up questions to encourage them to explain a bit about their character, their educational background, and that of their parents.
 - What difficulties did your character face?
 - Who managed to enrol in school? Who didn't? Why?
 - Who become critically ill? How did that happen? How did you feel about this? Did it seem fair? What might happen to sick people in real life? [Some of those children would have died. Discuss immunisation and health education, how information and simple health care can save children's lives, and how lack of it is responsible for the unnecessary deaths of children. 10 million children a year, that is 30 000 each day, die from preventable diseases.]
 - Whose characters didn't use the government toilets? Why? What happened to your character? [People who live in a slum don't have easy access to sanitation. This causes a lot of illness and death among babies and young children.]
 - What made the most difference between those who did well in the game, and those who didn't? Why was that? Do you think this is the same in real life in the slums like the one in the video? Why, or why not?

Identification καρδ		C	Draw yourself ηερε	1. Γοπερνμεντ Toilets
Name:	Azizul (boy)			2. School
Age:	8 years			3. Health Χλινιχ
Parents' occupation	Father: Rag-picker Mother: Rag-picker			4. Σοχιαλ Security
Education:	1 year of local school attending often, but not every day. Parents have had no schooling.			Σιγν
Work:	Helps parents rag-picking to pay off the family debt. Works every afternoon and sometimes helps out in the morning.			

Ιδεντιφιχατιον καρδ		B	Δραω ψουρσελφ ηερε	1. Γοπερνμεντ
Name:	Taniya (girl)			2. Σχηοολ
Age:	12 years			3. Ηεαλτη Χλινιχ
Parents' occupation	Father: Rag-picking Mother: Rag-picking			4. Σοχιαλ Σεχυριτυ
Education:	No schooling Parents have had no schooling.			Σιγν
Work:	Rag-picking every morning and afternoon. Domestic tasks in own home, collecting water and looking after younger children, cleaning and cooking. Mother is very sick.			

Identification card		A	Draw yourself here	1. Government Toilets
Name:	Sajida (girl)			2. School
Age:	11 years			3. Health Clinic
Parents' occupation	Father: Rag-picker Mother: Home duties			4. Social Security
Education:	Attends every day unless sick. Passed primary grades. Enrolled in high school.			Σιγν
Work:	Helps mother at home with cleaning, cooking and collecting water.			

Ιδεντιφιχατιον χαρδ		B	Δραω ψουρσελφ ηερε	1. Σανιτατιον
Name:	Imman (boy)			2. Σχηοολ
Age:	15 years	3. Ηεαλητη Χλινηχ		
Parents' occupation	Father: Unemployed (estranged) Mother: Community health worker	4. Σοχιαλ Σεχυριτηψ		
Education:	No schooling	Σιγν		
Work:	Domestic tasks in own home as mother works. Looks after brothers and sisters.			

Identification card		A	Draw yourself here	1. Government Toilets
Name:	Mehboob (boy)			2. School
Age:	12 years	3. Health Clinic		
Parents' occupation	Father: Owns a street stall selling food Mother: Home duties	4. Social Security		
Education:	Is in sixth grade at primary school. All the children in the family attend school, including high school.	Σιγν		
Work:	Does not have to work as his father's business makes money.			

Ιδεντιφιχατιον χαρδ		B	Δραω ψουρσελφ ηερε	1. Σανιτατιον
Name:	Munna (boy)			2. Σχηοολ
Age:	7 years	3. Ηεαλητη Χλινηχ		
Parents' occupation	Father: Rag-picker Mother: Cleaner in other people's houses	4. Σοχιαλ Σεχυριτηψ		
Education:	No schooling. Parents have not been to school.	Σιγν		
Work:	Helps father with rag-picking.			

Ιδεντιφιχατιον χαρδ		B	Δραω ψουρσελφ ηερε	1. Σανιτατιον
Name:	Heena (girl)			2. Σχηοολ
Age:	9 years	3. Ηεαλτη Χλινιχ		
Parents' occupation	Father: Rag-picker Mother: Works house to house as cleaner.	4. Σοχιαλ Σεχυριτυ		
Education:	No schooling.			
Work:	Domestic tasks in own home as mother works. Collecting water, cleaning.		Σιγν	

Identification χαρδ		C	Draw yourself ηερε	1. Γοσπερνμεντ Toilet
Name:	Naseema (girl)			2. School
Age:	7 years	3. Health Χλινιχ		
Parents' occupation	Father: Rag-picker Mother: Works house to house cleaning and washing clothes.	4. Σοχιαλ Security		
Education:	Attends primary school.			
Work:	Helps in the home and rag-picking when she is not at school.		Σιγν	

Ιδεντιφιχατιον χαρδ		B	Δραω ψουρσελφ ηερε	1. Γοσπερνμεντ Τοιλετσ
Name:	Salma (girl)			2. Σχηοολ
Age:	11 years	3. Ηεαλτη Χλινιχ		
Parents' occupation	Father: Rag-picking, cycle rickshaw Mother: Cleaning and washing in houses.	4. Σοχιαλ Σεχυριτυ		
Education:	No schooling. but two brothers attend school. Neither parent has been to school.			
Work:	Rag-picking, helps with house work; collecting water, cleaning, cooking.		Σιγν	

RULES OF THE GAME

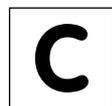
Please read all rules before playing, and follow them carefully.

1. Get immunised straight away at the health clinic as there are deadly diseases in the community.
2. Please use the government toilets provided. It will only cost you one rupee and will stop diseases spreading in your community. Visit at least once.
3. Everyone is entitled to collect money from the social security office. Take your identification card to do this.
4. It is very important to get an education. To enrol in school please take your identification card and fill in an enrolment form. You will also need to pay 50 rupees for books and pencils.
5. To open a bank account collect a bank form and fill it out.

RULES OF THE GAME

Please read all rules before playing, and follow them carefully.

1. Γετ ιμμυνιζεδ στραιγητ αωαψ ατ τηε ιμμυνιζατιον χλινιχ ασ τηερε αρε δεαδλψ δισηασεσ ιν τηε χομμυνιτψ.
2. Πλεασε υσε τηε γοψερνμεντ τοιλετσ προωιδεδ. Ιτ ωιλλ ονλψ χοστ ψου ονε ρυπεε ανδ ωιλλ στοπ δισηασεσ σπρεαδινγ ιν ουρ χομμυνιτψ. ζισιτ ατ λεαστ ονχε.
3. Εψερψονε ισ εντιλτλεδ το χολλεχτ μονεψ φρομ τηε σοχιαλ σεχυριτψ οφφιχε– τακε ψουρ ιδεντιφιχατιον χαρδ το δο τηις.
4. Ιτ ισ ψερψ ιμπορταντ το γετ αν εδυχατιον. Το ενρολε ιν σχηοολ πλεασε τακε ψουρ ιδεντιφιχατιον χαρδ ανδ φιλλ ιν αν ενρολεμεντ φορμ. Ψου ωιλλ αλσο νεεδ το παψ 50 ρυπεεσ φορ βοοκσ ανδ πενχιλσ.
5. Το οπεν α βανκ αχχουντ χολλεχτ α βανκ φορμ αν φιλλ ιτ ουτ.

RULES OF THE GAME

Please read all rules before playing, and follow them carefully.

1. Γετ immunised straight away ασ τηερε αρε deadly diseases in the community. Δο τηις ατ τηε Health Clinic.
2. Πλεασε use the government toilets. Ιτ ωιλλ ονλψ cost ψου one rupee ανδ ωιλλ stop diseases σπρεαδινγ ιν ουρ χομμυνιτψ. Visit ατ λεαστ once.
3. Εψερψονε ισ εντιλτλεδ το collect money φρομ τηε σοχιαλ Security office. Τακε ψουρ identification card το δο τηις.
4. Ιτ ισ ψερψ ιμπορταντ το γετ αν εδυχατιον. Το enrol in school πλεασε τακε ψουρ identification card ανδ fill in an enrolment form. Ψου ωιλλ αλσο νεεδ το παψ 50 rupees φορ βοοκσ ανδ πενχιλσ.
5. Το οπεν α bank αχχουντ χολλεχτ α βανκ form ανδ φιλλ ιτ ουτ.

Instructions for Special Roles

Photocopy or cut out these instructions and stick them on envelopes or clip them to the signs ready to give to the children who will play these special roles.



Health Clinic:

Put up your Health Clinic sign.

Immunise the patients by signing/stamping the card in Box 3 on the card.



Government Toilets:

Put up your Government Toilets sign.

Take one rupee and sign/stamp Box 1 on the card.



School:

Put up your School sign.

When players come, check their identification cards. If they have a card with an A on it, give them an A form. If they have a B card, give them a B form. If they have a C card, give them a C form.

Sign/stamp the identification card in Box 2 when they have filled in the form correctly.

Collect 50 rupees for books and pencils. They can still enrol if they have no money, but explain to them that they will need to bring their own pencils and books to school.



Social Security:

Put up your Social Security sign.

Give everyone who shows you their identification card 52 rupees – one Rs 50, and two Rs 1.

If you run out of money, put up your "CLOSED" sign. Sign/stamp the identification card in Box 4.



Bank:

Put up your Bank sign.

When players come, check their identification cards. If they have a card with a big A on it, give them a Money Saver Bank account form. Don't give anyone else a bank account.



Community Health Worker:

You can find one person to help.

They will have problems following the rules of the game. Stay with them and help them follow the rules of the game. You will need an A copy of the rules.



School Enrolment Form

Name: _____

Age: _____

Gender: Boy or Girl

Parents Occupation:

Father: _____

Mother: _____

Have you been immunised? Yes or No _____

A

School Enrolment Form

Name: _____

Age: _____

Γενδερ: Boy or Girl

Παρεντσ Οχχυπατιον:

Father: _____

Mother: _____

Ηαωε ψου βεεν immunised? Yes or No _____

C

Σχηοολ Ενρολμεντ Φορμ

Ναμε: _____

Αγε: _____

Γενδερ: Βοψ ορ Γιρλ

Παρεντσ Οχχυπατιον:

Φατηερ: _____

Μοτηερ: _____

Ηαωε ψου βεεν ιμμυνισεδ? Ψεσ ορ Νο _____

B



Money Saver Bank Account

Name: _____

Date: _____

Sign: _____



Money Saver Bank Account

Name: _____

Date: _____

Sign: _____



Money Saver Bank Account

Name: _____

Date: _____

Sign: _____

