

A decorative border made of colorful LEGO bricks (red, blue, yellow, green) arranged in a stepped pattern along the left and right edges of the slide.

Second Internal Check

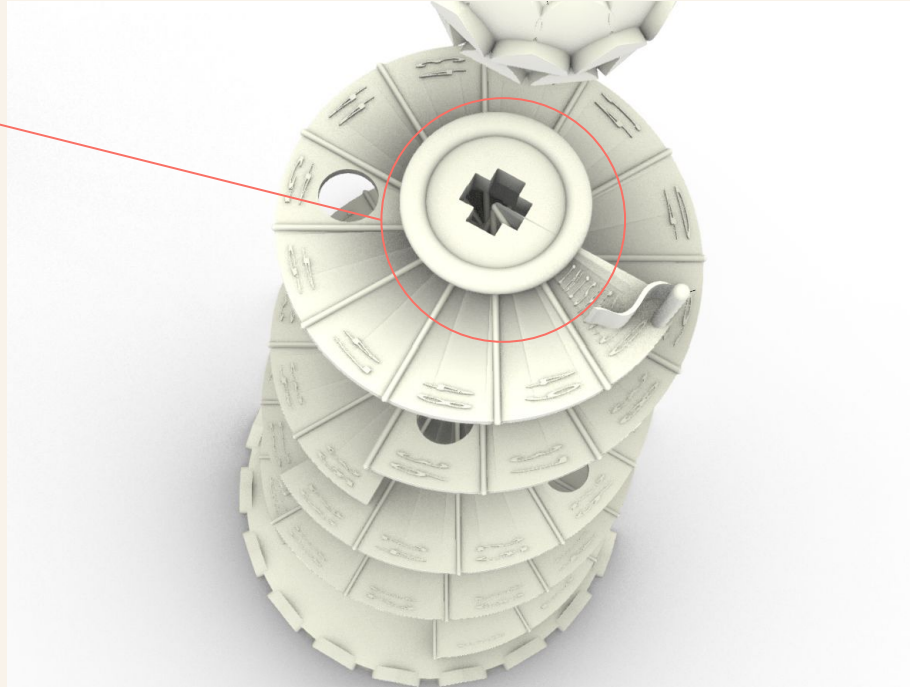
CHAN, Hiu Yau (Hilda)
CHOI, You Jin
HO, Wing Tung (Sammi)
KIM, Tae Eun (Chiara)
LAI, Kam Wai (Kelly)
WONG, Hang Ho (Henry)

A decorative border made of colorful blocks (red, yellow, green, blue) is arranged in a stepped pattern along the top, bottom, and sides of the image, framing the central content.

Design

New Design Features

- Joints



- 3D numbers
- Holes for ladder
- 3D words

New Design Features

- 3D puzzle building

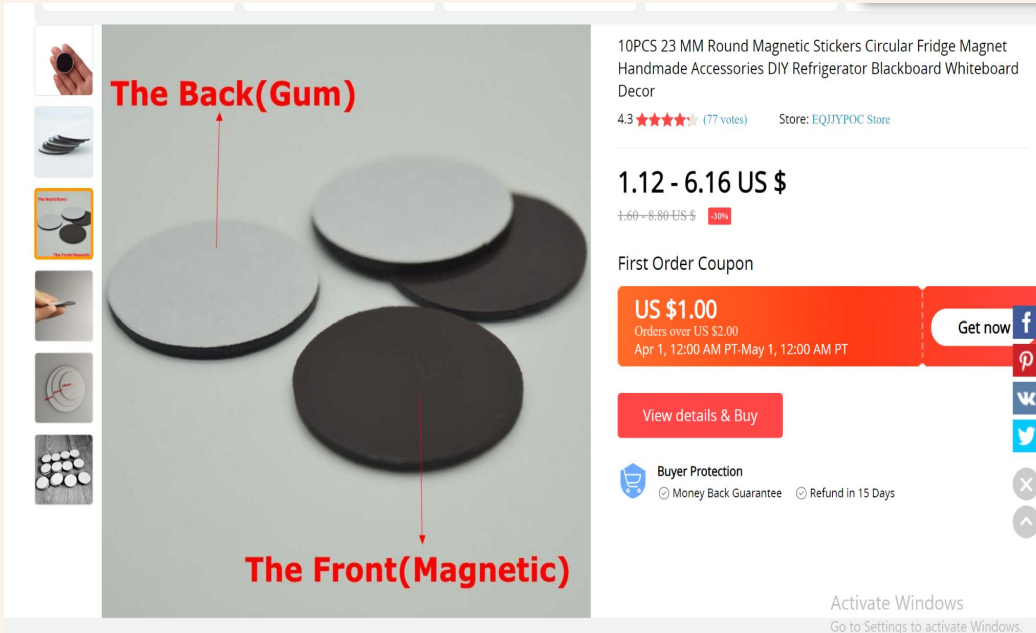


New Design Features

- Free to put 3D Stations



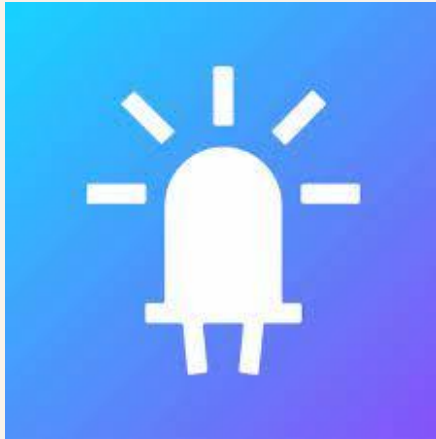
New Design Features



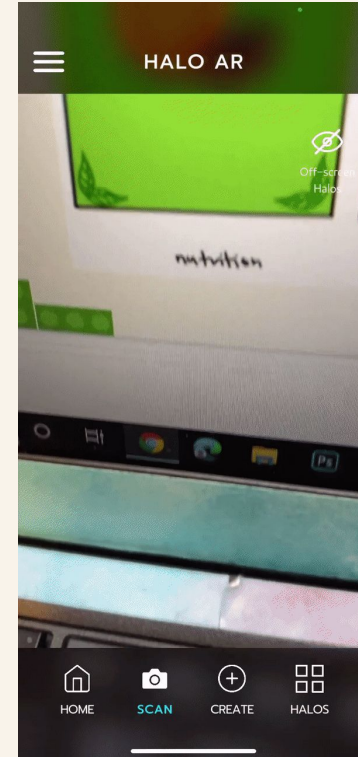
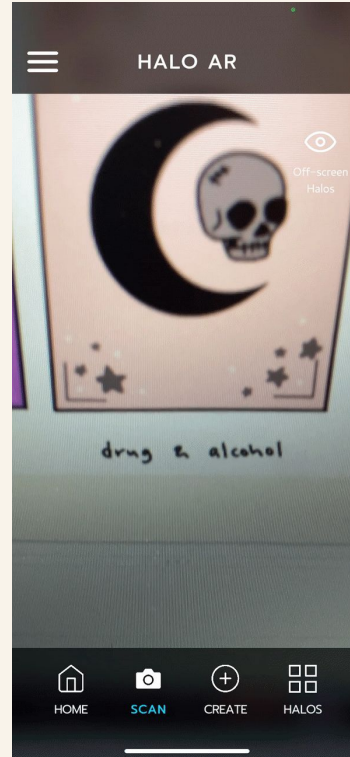
- Easy to move the elements
- Change the number and location of stations
- Varies the difficulty and time duration of game

New Design Features

- AR Scanning



Halo AR



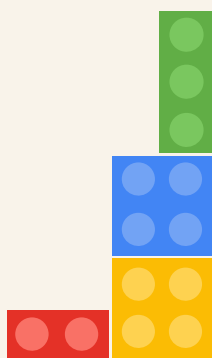


Design features meet the community (Tech)

Hardware: 3D game

- 3D puzzle → construct easily (LEGO pieces requires a long time which is not our focus and the building may not be as realistic as the 3D model)
- 3D texture models → game more realistic → better involved in the game

Software: AR sanning

- Use of electronic devices → more entertaining
 - Photos and videos augment in their real game
 - More entertaining
- 

Customized design to local culture

- 3 different levels
 1. Allows to focus on different topics into more details as each level has different focuses
 - a. Prevalent disease in Sri Lanka
 - b. Allows wider coverage of topics
 - c. Easier to track the learning

Customized design to local culture

- TEA Leader Involvement
 - Google form to upload questions
 - New questions
 - New relevant topics/focus of areas
- Weekly challenge activities (shown in behavioral changes part)
 - Water filter
 - Make poster
 - Visual activity
 - Pepper-water experiment
 - Coke-egg experiment
 - Bread and soap experiment image

A decorative border composed of various colorful geometric shapes, including squares, rectangles, and circles, arranged in a pixelated or blocky pattern along the top, bottom, and side edges of the slide. The colors include red, blue, green, yellow, and orange.

Implementation

Board Game Schedule

Board game level 1 (easy)

- 1st week of 7-week challenge (5 stamps)
- 2nd week of 7-week challenge (10 stamps)

Board game level 2 (medium)

- 3rd week of 7-week challenge (15 stamps)
- 4th week of 7-week challenge (20 stamps)

Board game level 3 (difficult)

- 5th week of 7-week challenge (25 stamps)
- 6th week of 7-week challenge (30 stamps)
- 7th week of 7-week challenge (35 stamps) - quiz and feedback (optional)

Implementation: sustainability

- TEA Leaders' Involvement



- Help supervise the progress of the children
- The challenges will be conducted after the completion of each level of the board game
- Earn 100 stamps in order to “graduate”

Sustainability



To become a board game leader:

1. 5 times of training /teaching with senior leader to learn
2. 5 questions approved / assessment
3. Receives certificate when completed to receive 100 stamps

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Behavioral Changes

Targeted Behavioral Changes



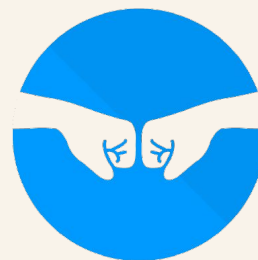
Develop Daily Habits

1. Personal hygiene
2. Drinking clean water
3. COVID-19



Prevention

1. Smoking and drug addiction habits



Make Impact

1. Targeting on all issues we have covered in the board games

Stages for behavioral changes

Quizzes

7-week challenges

Stamp Booklet

Contemplation + Preparation

Educate the children with solid knowledge of our target issues (e.g. common diseases in Sri Lanka, proper healthy habits...)

Action

7 Challenges are 7 examples starting behavioral changes. E.g. water filter, egg and coke experiment...

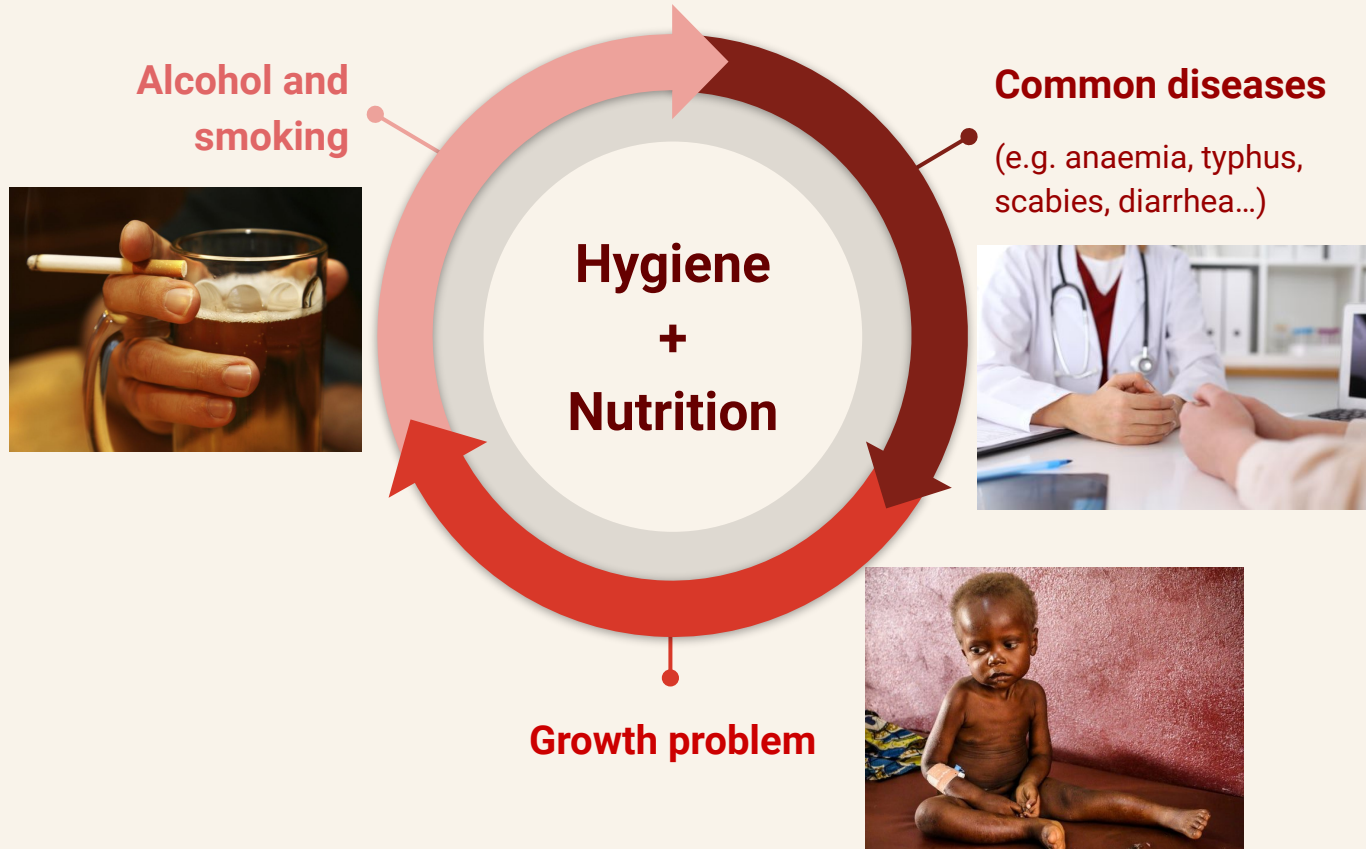
Each challenge targets on 1 issue

Maintenance

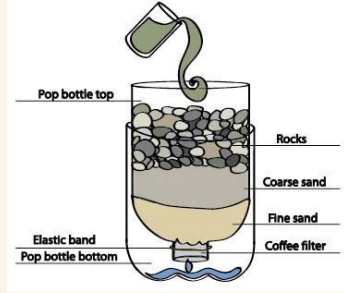
Measurement of children's behavioral changes

Children will get stamps in different stages of their behavioral change.

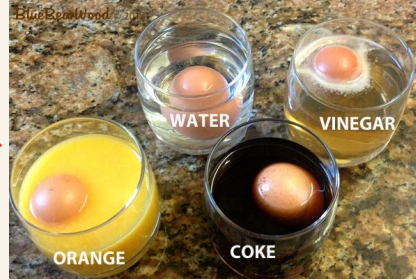
Stage 1: Quizzes



Stage 2: 7-week challenges



Water Filter



Egg-coke experiment



Water-pepper experiment



Bread-and-soap experiment video



Poster Design



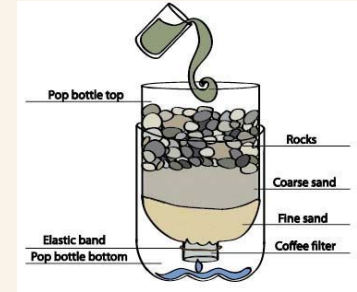
Visual activity
(Lungs comparison)

1. Water filter

Purpose:

To provide children a way to filter water under **limited resources**

To develop a habit of **drinking clean water**



Targeted Behavioral Change:

Drink unfiltered
water from the tap
and river



Drink filtered
water



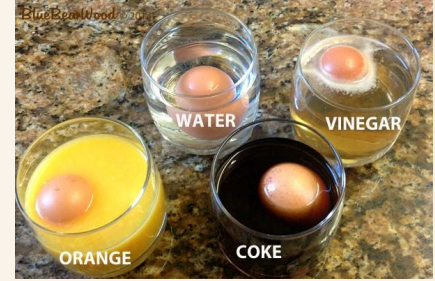
2. Egg-and-Coke experiment

Purpose:

To highlight the importance of dental care

To develop a habit of brushing teeth twice a day

Targeted Behavioral Change:



Not brushing teeth
at all



Brush teeth twice
a day



3. Water-pepper experiment

Purpose:

To show the importance of **using soap to wash hands**

To develop a habit of **washing hands with soaps**

Targeted Behavioral Change:



Wash hands without
soaps



Wash hands with
soap



4. Bread-soap experiment video

Purpose:

To compare the **consequences** of different washing hands habits

To develop a habit of **washing hands with soap frequently**

Targeted Behavioral Change:



Wash hands only
after going to the
washroom



Wash hands with
soap more
frequently



5. Poster design

Purpose:

To promote **health-related issues** by using posters

To train the children to become **an influential leader**

Targeted Behavioral Change:



Start behavioral
changes alone



Encourage the
public to
positively change
behaviors



6. Lungs of smokers vs nonsmokers

Purpose:

To compare the **lungs of smokers and nonsmokers**

To **prevent children developing smoking habits** at young age

Targeted Behavioral Change:



Start smoking at
young age



Say NO to
smoking



Measurement

Stamp Booklet

Collecting 100 stamps

If individuals complete at least three of the following for the **daily habits**, they can earn a stamp:

- Brush teeth properly
- Wash hands with soap and follow the instructions
- Water filter/ boiled water
- Eat fruits
- Promote health-issues / proper daily habits
- Stretching (exercise)
- Washing clothes

Measurement

The final challenge (Assessment)

- An assessment would be given **before** and **after** the 7-week challenges. The purpose of the assessment is to identify whether the individuals **have improvement in their knowledge**. Same 20 questions will be given to the individuals to measure their improvement, and they will have to finish it in a day. Leaders will provide the assessment paper (from the file) to the individuals.

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User Feedback

Methods



Whatsapp
(TEA leaders, doctors)

The Zoom logo, which is the word "zoom" in a blue, lowercase, sans-serif font, centered on a white rectangular background.

zoom

Online meetings
(TEA leaders, doctors)



Face-to-face meetings
(Malinda, Joel)

Doctors' Feedback

Quizzes

The issues are inter-correlated, it is hard to draw boundaries between them.
E.g. Poor hygiene => anaemia

The quizzes are not sufficiently specific to the current situations
E.g. The main causes of Anaemia

There are other common issues in Sri Lanka can be covered in the quizzes
E.g. Diarrhea, Agrochemical use, Scabies, sexual-transmitted diseases

Children need behavioral changes about some “common sense”.
It is better to include them in I-KANDO.
E.g. The children exchange masks with others

Advisor's Feedback

Quizzes

Include some “common sense” questions
=> to start behavioral changes in daily habits before going deeper
into the difficult questions

Include some pictures to explain the questions so that the children
can understand more easily

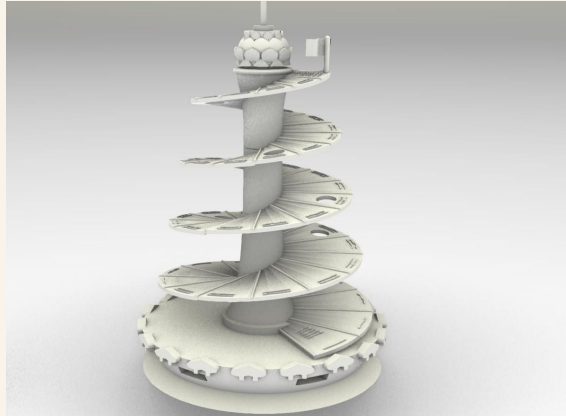
Design

TEA Leader's Feedback

Raakeesha TEA Project

Hi Hilda, nice to hear from you. The model looks something new and I think they will be interested to set up things like this. This looks great 👍🙌

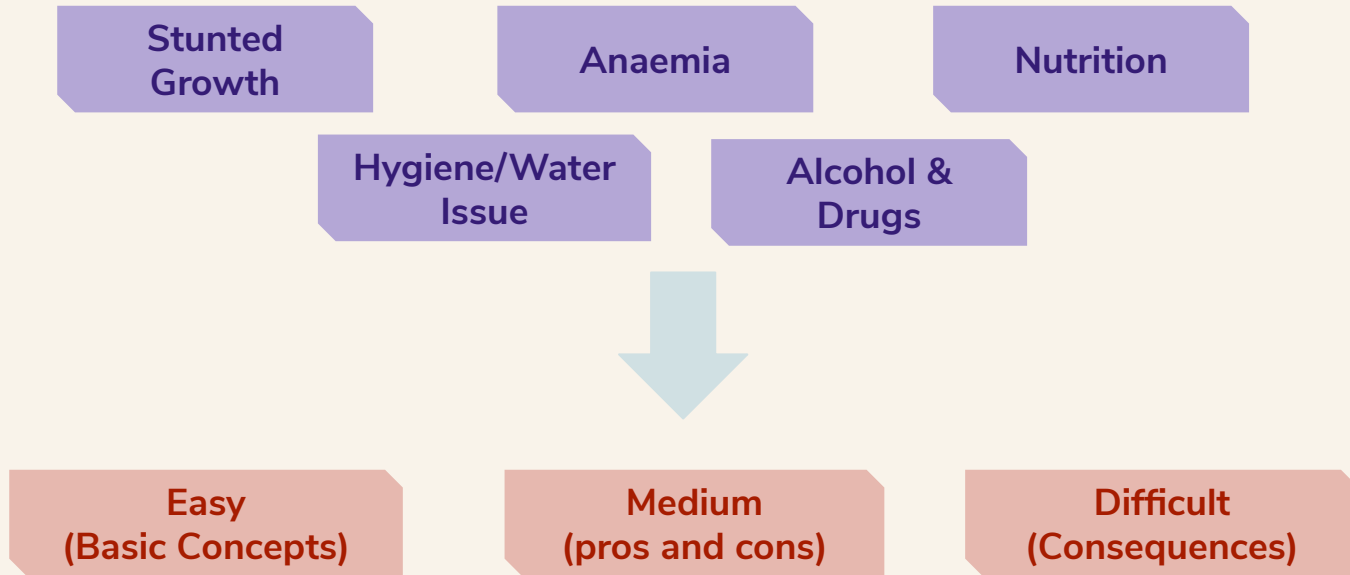
1:27 am



Our Changes

Quizzes

Instead of dividing the quizzes into different categories, we divide them into different difficulty levels



Our Changes

Quizzes

We add the new topics suggested by the doctors

Diarrhea

Scabies

Hepatitis

COVID-19

Agrochemical
use

Typhus

Daily Habits

Further improvement

Ask children to try out the questions :

If the questions are too difficult (we will integrate the information and make a video for explanation)

Second internal check of the questions from the doctor:

If some information is wrong, we will edit it



Manual



I-KANDO

