🧩 **Activity 4: Obstacle Course – Problem-Solving Game**

🎯 **Activity Introduction (Voice-Over)**  
"Projects rarely run without obstacles. In this activity, you will face challenges such as missing permission or drying seedlings, and you will drag the best solution to each obstacle."

🛠️ **Developer Guide Instructions**  
• Create a drag-and-drop obstacle course with checkpoints.  
• Obstacles: missing permission, seedlings drying, elder refuses to join, tools broken, team member late.  
• Provide three solution cards for each obstacle.  
• Learners drag the correct solution card to match the obstacle.  
• Each choice triggers specific facilitative feedback.

📱 **Learner Instructions (On Screen)**  
Drag the correct solution card to each obstacle on the course. Think about what will keep the project moving respectfully and practically.

💡 **Hints (On Screen)**  
• "Permission must always come before starting the project."  
• "Stored rainwater can save seedlings in dry times."  
• "Respectful communication encourages reluctant members to join."  
• "Broken tools can be replaced or shared quickly."  
• "If a member is late, tasks can be reassigned fairly."

🧱 **Activity Content with Feedback**

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| **🚧 Obstacle** | **🧰 Solution Options** | **💬 Feedback** |
| **No permission** | 1. Start project secretly ❌  2. Return to head teacher with a written request ✅  3. Ask a friend to cover for you ❌ | ✅ Correct: "Correct! Written permission ensures the project is approved and avoids future conflict."  ❌ Incorrect: "Not correct. Starting secretly or asking a friend may cause bigger problems. Always follow the right process." |
| **Seedlings drying** | 1. Use stored rainwater or ask neighbours for help ✅  2. Leave seedlings until it rains ❌  3. Remove the seedlings ❌ | ✅ Correct: "Correct! Saving seedlings with water from storage or neighbours prevents loss."  ❌ Incorrect: "Not correct. Leaving them to dry or removing them wastes effort. Think about how to provide water." |
| **Elder refuses to join** | 1. Ignore the elder ❌  2. Send a respectful delegation to explain the project ✅  3. Replace the elder with another member ❌ | ✅ Correct: "Correct! Respectful dialogue shows value for community elders and builds trust."  ❌ Incorrect: "Not correct. Ignoring or replacing the elder damages relationships. Respectful explanation is better." |
| **Tools broken** | 1. Stop the project ❌  2. Borrow or share tools from others ✅  3. Continue without tools ❌ | ✅ Correct: "Correct! Borrowing or sharing tools allows work to continue smoothly."  ❌ Incorrect: "Not correct. Stopping or continuing without tools delays or reduces effectiveness. Think about available resources." |
| **Team member late** | 1. Wait for them before starting ❌  2. Reassign their tasks fairly ✅  3. Cancel the activity ❌ | ✅ Correct: "Correct! Reassigning tasks keeps progress steady and avoids delay."  ❌ Incorrect: "Not correct. Waiting or cancelling wastes time. Think about teamwork and fairness." |

🔚 **Activity Conclusion (Voice-Over)**  
"You have shown that no obstacle is too great when you think clearly and act wisely. Problem-solving ensures project success."

**🌟 Key Takeaways**

* Teamwork makes big tasks easier and more enjoyable.
* Improvisation helps when tools or materials are missing.
* Community involvement increases the impact and sustainability of the project.
* Journaling during implementation helps you reflect, learn, and grow.