

Intended outcome:

- Incorporate the knowledge they learn from healthy diet, anemia, and hygiene practice courses
- Learn the importance to make an impact with the act of sharing the acquired knowledge with other people in their community
- Know how to structure and introduce relevant knowledge of anemia

A golden token will be given as an appreciation per attempt. A special prize will be awarded to the best performing group. It would be the last activity of the camp. The main idea is to exhibit an 'act' on account of continuity, by encouraging them to step out of their comfort zone.

After learning from different classes, we want the children to go out to share their knowledge. Since we won't stay in Dang for a very long time, it is hard to see them actually doing it to their friends and family, so we design this made up situation for them. In the beginning, children will be briefed, then allowed to go explore the neighborhood in groups and visit our premade posts/ booths. In each post there will be one or two people waiting for the students to teach about anemia and other things they learned from class. Our goal is to set a practice for the students to spread what they have learned to the people in their community. The first concern that came to our mind when we first tried to design this activity is their safety. Because of that we will give them a map that covers a limited, but manageable area where different posts will be built. Mr. Rajesh also mentioned that the condition in the village is very safe because many people know each other and it's normal for kids to roam around the village. When they go to a post, they will meet a local volunteer which in this case will be the targeted person (in other words the students will teach this person). The reason why we want the locals to be volunteers is because of language barrier, since there will be many posts and only a few translators, it seems impossible for us to do it by ourselves. After each post visit, the team will receive a token which they can collect, and whoever collects the most tokens, they will receive an appreciation gift, and this is a means for them to be more motivated when doing the activity.

To do list:

- A map of the village / street view
- The rule of the game (How do we judge? Who's the judge? Grading System...)
 - What needs to be included in the sharing
 - The villagers are the judge, while we will give them the criteria on which they will base their judgments
 - How long is each of the presentations expected to be? 5 min?
- Contingency plan: bad weather / assumptions not true
- **Goals of the game/ sharing**
- *Instruction* for each session (1 page document w/ graphic)

- To the students
- To the villagers // **grading criteria sheet**
- To the teachers
- Incentive for the villagers to join us?
 - Out of favor if close relationships (they can learn something as well) // **Need to draft what to say / promote (be attractive, give the reason why they should join)**

Proposal to the villagers:

Brief intro to our camp:

- We are a group of students from Hong Kong University of Science and Technology. Our organization SIGHT is conducting an educational camp here to promote understanding of the disease anemia. Anemia is very prevalent in the Dang District and it stems from a number of causes, but fortunately enough, there are many things we can do that are within our power - which is why we are hosting this camp.

Main objective of the activity:

- We aim for the kids to understand the importance of sharing knowledge
- For the kids to see how simple it is to make a difference, build up their habit and offer a sense of achievement for motivation

Why should you help us? What's in it for you?

- Learn about anemia
- Take a very short amount of time to help the kids enhance their learning experience
- Some small souvenirs from our home countries?

Message 1:

Treasure Hunt Invitation (Villager version)

Who are we?

Greetings, we are a group of students from Hong Kong University of Science and Technology. Our organization SIGHT is hosting an educational camp of three days to promote understanding of the disease anemia. Anemia is very prevalent in the Dang District and it stems from a number of causes, but fortunately enough, there are many things we can do that are within our power - which is why we are hosting this camp.

What is Treasure Hunt? What am I signing up for?

Treasure Hunt is the activity hosted on the last day of the camp, in which the kids will summarize the knowledge they have learned, and share with the local community! Your role is to simply listen to their presentation, and at the end give the stickers/stamps (which we will assign to you in advance) to the teams whose presentation you enjoy.

Why should I participate and what's in it for me?

You will be helping the kids enhance their learning outcome, understand the importance of knowledge sharing and experience the positive impact that we are able to bring to society. A few minutes of your time can make a difference, and we need YOU.

From your participation, you can use the shortest amount of time to learn about the most important aspects of anemia, healthy diet and hygiene practice. Moreover, to show our appreciation for your time and contribution, at the end of the activity, you will receive a small gift that our team members picked from our home countries.

Time: 1:15 pm - 2.15 pm (tentative)

Location: Wherever you are during the time specified above (please kindly indicate your location to for us on the map attached below, the kids will use the map to find you)

If you have any questions, please feel free to contact us through _____. Our respondent will try to answer you as soon as possible. We hope to hear back from you soon!

Best,
HKUST SIGHT team (& Mr. Rajesh Bhat)

Message 2:

Treasure Hunt detail sheet (once the villagers have confirmed to help)
Hi again!

Thank you so much for agreeing to assist in our activity 'Treasure Hunt'. Gentle reminder on the time of the activity: *date*, 1:15pm - 2:15pm. A day before the activity, our team will contact you and our teammates will come and meet you in person at your indicated location. You will receive *the prizes we plan to have each of the villager distribute* and the *judging criteria sheet / game rules*. Please take some time to read through them beforehand and also feel free to ask our teammates when they come to you, or contact us through: _____ during _____ (time).

Below is the event logistic:

Time	What the challengers do	What you should do
1:15-1:xx		

Best,
HKUST SIGHT team (& Mr. Rajesh Bhat)

Message 3: (rule book)

During the activity, the kids will come to you with their presentation. To ensure the fairness of the competition, we would like you, the judge of the activity, to read through the judging criteria and follow accordingly.

Judging criteria

- *insert finalized judging criteria*

Once again, thank you for agreeing to assist in our Treasure Hunt activity. We would not have been able to offer such an immersive learning experience for the kids without your participation.

Best,
HKUST SIGHT team (& Mr. Rajesh Bhat)

- How to arrange for the locals to join?
 - Talk about it with Mr. Rajesh and local teachers
 - Constantly meet up with local teachers - perhaps they can have all the villagers contact
 - Set up 'posts', fixed locations (local stores, businesses, etc.)
- **Instruction for villagers (judging criteria)(be detailed):**
 - Course content coverage (introduce the villagers the outline & topics -> promote part) / energy / creativity / (aesthetics)
 - Personal thought: the first version is too much too technical and complicated - Kenneth
 - Numbers as score
 - What is the proof of points collected (tokens, stickers)

Ver 1.

	Content coverage	Energy	Creativity and aesthetics
3	Manage to cover all 6 of the sub-topics, and are able to elaborate on examples to promote the points, making the delivery easy to understand.	Able to deliver the energy and enthusiasm on the presentation. The team shows a good level of passion towards the assignment	The way the message is delivered is authentic and interesting. The design of the poster and the aesthetics are on point and appropriate for the message
2	Cover most of the points	The presentation lacks	The poster design lacks

	that are asked of and are able to be understood. However some of the parts may not be well explained or covered	enthusiasm but the team has the professionalism to deliver the message. Some of the teammates may not be as engaging as can be	authenticity and can be observed that they are made with limited effort, but is acceptable. The message delivery is okay but not refreshing or engaging.
1	Cover only a few points and did not explain the content very well.	The team has lacks energy, and nor does the team seem like they wanted to be there	The message is delivered poorly and null and not a lot of thoughts are seen to be put in the poster design.

Ver 2.

- Or we can just take content coverage, energy and creativity as one point each, max from each villager is three points and the minimum is zero.
 - Perks: less complicated for the villagers and more fun based
 - Drawbacks: less specific to the performance and the level of dedication they have put in

Ver 3.

- Simply compete on the numbers of villagers visited, we can set a series of tasks to be done for each post
 - Eg. to obtain the prize for each post each team is supposed to present the information to the villagers' satisfaction, at least five topics must be included, must be able to answer up to three questions that are asked by the villagers

Agenda: (2 hours)

1. Briefing (10-15 min) (Explain **goals** here) (Why? Intended Outcome.) (Sample Poster) (Key points)
2. Poster design (1.5 hours)
3. Demonstration (5-10 min, by local teachers)
4. (Practice before the game?)
5. Game on (share to as many people as they can / 1 hour)
6. Sharing (15 min)
7. We give feedbacks (5 min)

Key assumptions before we get definite answers:

- Village size
- How many people to meet
-

Questions to ask:

Size of the field available? (for designing map)

How to reach the local people as booth standers?

Location, distance, map, number of booths to have?

Things to request:

- Local map
- Availability of volunteers
-

Proposal / Pitch:

- Outline
- Goal
- Simple introduction of the game
- Logistic and resources
- Expected outcome
-

Bad weather ----> move everything indoor