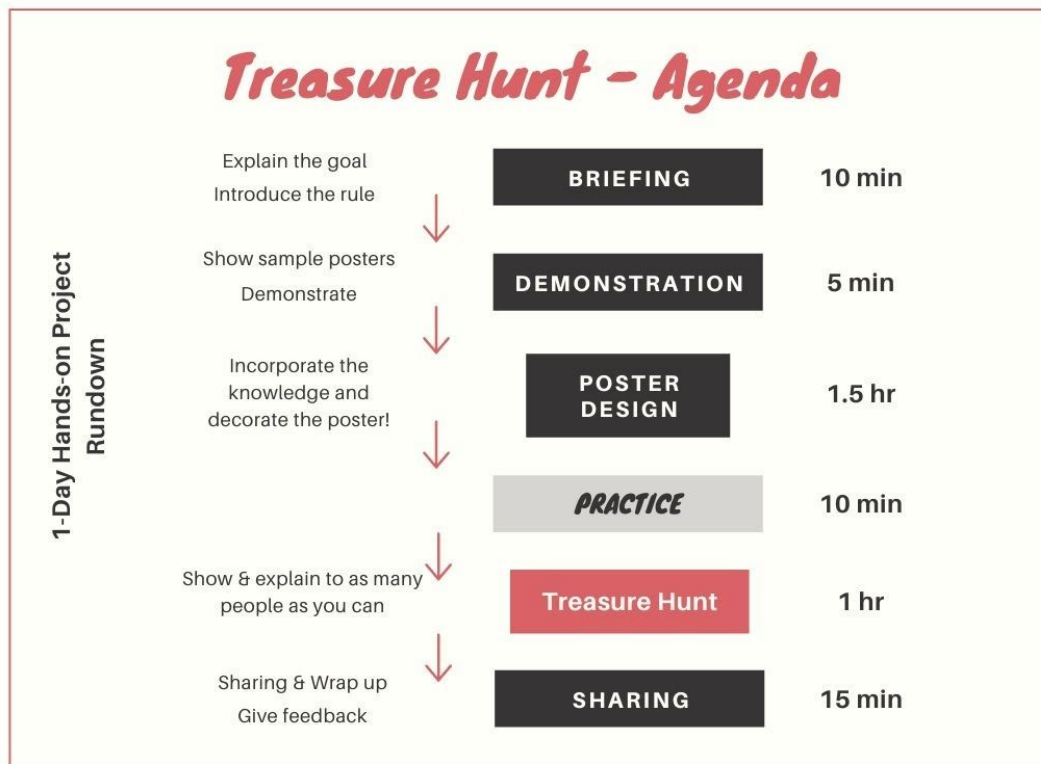


### Agenda rundown:

1. Briefing (10-15 min) (Explain **goals** here)
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)



### 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

## 1. Briefing (10-15 min)

**Goal:** To present the logistics, goals, expectations of the activities in the coming hours

### Description:

1. Introduce the goal and the logistics of the treasure hunt activity

2. Grading system (criteria):
3. Show sample poster

1.1 (goal) The overall objective of this activity is to understand how much each and every one of us is able to make a great impact on the people around us. And also we hope that you can be the ambassadors to spread the important message and understanding about anemia.

1.2 (poster) We will split into teams and each of the teams is going to design a poster which includes at least 6\* of the sub-topics that are listed out below. The poster is supposed to be engaging, graphical, and with all the information you want to present.

1.3 (treasure hunt) Each team will follow the map to find the designated posts to introduce what you were taught throughout the camp to the villagers. The locations of the villagers are on the map. They should be easily recognized. You will present with the posters you have just designed and answer some relevant questions from the villagers after the presentation. Normally it would take 3 to 5 minutes. Once you have completed the presentation and answered the questions, you will be given a \*\* that counts as a **point**. You have 1 hour, and the team with the most \*\* collected wins. This is an activity to build up the habit of spreading useful information and understanding how the power of knowledge can change lives.

**Key points to include in the poster:**

1. Lots of graphics to make the content easy to understand
2. Topics of Healthy diet, anemia and hygiene practice
  - Healthy diet:
    - Healthy and unhealthy diet examples
    - Consequence of having imbalance diet
    - The main nutrients certain ingredients offer
    - Functions of different nutrients
    - Daily intake requirements for each nutrient
    - Source of different nutrients
    - Relationship between nutrients and anemia (enhancers & inhibitors)
    - Why is iron important
  - Anemia:
    - Body mechanics (difference of normal & anemic blood cell, blood color, etc)
    - Anemia symptoms
    - Causes
    - Treatments & prevention of anemia
    - Local anemia situation
    - Sickle cell vs. general anemia
  - Hygiene practice:
    - Where do parasites come from?
    - How does one get parasites infection?

- How are parasites related to anemia?
- Prevention and treatment
- National deworming day
- How to properly wash hands

**Grading system**, the whole process (meeting villagers)  
(The logistics, outline what is going to happen throughout the day)

(**Sample Poster**)

## 2. Demonstration (5-10 min, by local teachers)

**Goal:** Show the kids an example of how to present the information to the villagers

- I feel like it makes more sense to move this to before they start designing the posters
- Sounds more reasonable, we can demonstrate this after we show them sample poster

**Description:** Local teachers demonstrate how to present the information with the sample poster

Reminders:

- (Take it from the finalized rule after discussion)

## 3. Poster design (1.5 hours)

**Goal:** For the kids to express their creative minds with the designing of educational poster while reviewing the course content taught in the previous sessions

(How to instruct?) (**Might need a poster /piece of paper with list of topics**)

Explain the expectations poster and the rundown of the coming 1.5 hours as follows:

- Expectations/key points of the poster:
  - Elaborate on 6 of the chosen sub-topics and design the poster accordingly
  - The poster is going to be the main material when conducting treasure hunt activity, so it would be important to design in a logical manner
  - Show your creativity with graphics! Pictures and drawings are highly encouraged. You have a poster and you can do anything on the canva!
- How will we conduct this?
  - Team:
    - 5 people in a team, and each team will be assigned a helper to assist with 1) getting all the materials the kids may need, 2) helping them refresh their memory about the content and check the correctness of the

knowledge presented, and 3) keep track of the progress the chime in as necessary

- Tools:
  - Markers, crayons, colored pencils, (watercolor set), scissors, colored paper, Posters with different colors
  - What else?

(How do we help on the side?)

- Show that we are there to help if they have any questions
- → Guide/ Ask them with the “Key points to include” Questions
- Prepare the posters we showed them in the previous lessons

(What are the expectations for the kids?)

- Be able to explain some key concepts and rationale behind Healthy Diet, Anemia, Hygiene Practice

## 4. Practice before the game (Flexible)

**Goal:** To offer some preliminary feedback for the kids for the game to go effectively and smoothly.

**Description:**

Each group can independently discuss and present their posters among themselves inside the class, so that they can divide the parts and prepare what to say during the actual presentation. Teachers and teaching assistants then walk around to observe how they are doing and give feedback if there are some things to be corrected, such as the duration, facts and contents.

## 5. Game on (1-1.5 hours /share to as many people as possible)

Key assumptions before we get definite answers:

- Village size?
- How many people to meet? Expected 6 villagers max // Contact 10-12 villagers & spots
  - Or if we are doing have less judging points we can contact more people
- The spots - based on the local location (shops,....)

Let the villager decide the topic that the students have to share

Grading System: the sheet / criteria

**Arrange** how we / local teachers / translator (potentially) are able to assist in this game

- Ensure safety
- Ensure they come back on time

- Make sure they are on the right tracks
- Strategy recommendation

### Scoreboard Design

### Map design

## 6. Sharing (15 min)

**Goal:** Allow the kids to share their experience and feedback on the activity

Sit the kids in circles to encourage sharing (avoid shyness from stopping them to share their experience)

Leading questions:

- What did you learn from the treasure hunt?
- Was there anything you found difficult in the activity?
- Was there anything you found to be easy in the activity?
- Is there anything you would change about the activity?

## 7. We give feedbacks (5 min)

**Goal:** We offer feedback on their performance throughout the day (designing poster and treasure hunt)

List of feedback:

- About the group interaction
- About the task fulfillment
- About the delivery
- Praise those who have done well on either the designing of the poster or the sharing

How the kids perform...

We calculate the points (but give extra reward after Post Assessment)