Poverty-free game collection

unplugged QUEST

In the Poverty-free Game Collection quest children are asked to create a collection of games and leisure activities that can be built using low-cost or unnecessary household items. The goal of this game is first, to carefully make children realize that not everyone are given the same opportunities and reflect on their living standards, and second, to offer the opportunity to take part in games for children with low-income background.

Material needed: Pen/pensil and pieces of paper (A4 format)

Additional materials needed: The games may include some houshold matereals or not (e.g. hopscotch, hide and seek, making a flower crown, finding cloud animals etc.)

Total duration: > 50 min

Territory 1 - The Peaceful Island

Linked SDGs

1 NO POVERTY

3 GOOD HEALTH AND WELL-BEING

10 REDUCED INEQUALITIES

Learning objectives

Imagining, realising

Expressing myself through arts

Understanding the representations of the world and human activity

Acquiring a moral awareness

Sharing rules, taking on roles and responsibilities

Game modalities

| 6-12, 13-16 years old | Working in group |
| Outdoor/indoor | In the classroom |

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Pedagogical interest and topics targeted

Becoming aware of differences:

Children generally have a strong sense of inequality, however often they don't realize that not anyone can afford the same as they do. Carefully making them aware of their privileges, along with providing them with a practical task/tool to combat inequality, they understand that they can make a difference in society. This activity channels their creativity, while also encouraging them to reflect upon their own living standards. For children from a low-income background, this activity offers the opportunity to fully participate and foster understanding of their situation without singling them out.

Developing creativity using imagination and household materials:

Inventing poverty-free games can enhance children's development in different ways:

- Using household items or even their bodies children get their creativity and imagination to a new level, which contributes to their ingenuity and autonomy.
- Children's fantasy is stimulated. Children learn to think differently and to adapt to the environment, skills which they can apply in their academic and adult life.
- Children's creativity is stimulated. Visualizing enables them to think in a solution-oriented way.
- Children learn that even with minimal resources it is possible to come up with something interesting and fun.

Developing collaboration skills:

- Since children should work in teams and each member of the team has their own role, they learn to work with their teammates.
- Working in a team and division of roles provides children with an important experience that will help them in their further academic life and adulthood.
- Children learn to communicate their ideas properly

Approaching SDG:

In the future, it is extremely important for children to be familiar with the Sustainable Development Goals, namely with the fact that poverty is one of the biggest issues of today's society, and to learn how to address it.

Skills, which children learn from inventing poverty-free games are:

- Creative "out of the box" thinking
- Spatial awareness
- Communication & collaboration
- Problem-solving ability
- Tolerance and empathy

Game rules for 6-12 years old players

Game narrative: Let's learn to play games without using the usual toys! In this game, we will play using everything you see around: chairs, tables, sand, stones, flowers, and even your own legs and arms.

Game organisation: The game is organized into two or more teams (3 players per team). Let children take turns.

Each team should have one turn and take one card with the role assigned by the teacher (cards must be printed before the game starts):

- **Communicator** - the person responsible for communications inside the team (the one that makes sure that each team member communicated their ideas of games*). The communicator is responsible for choosing the final game out of all ideas
- **Problem manager** - the person responsible for communications outside the team (the one that should report the problem to the teacher)
- **Writer** - one person responsible for writing down and sketching the ideas

Since all members of the team invent at least one game, each member should present their ideas after the time for inventing it has passed.

Children can use everything that they see around them (chairs, balls, trees, flowers, their own legs and hands etc.), and invent games. The team that comes up with the most interesting in the teacher's opinion game is going to win. The winners can get either the highest scholar grade for this game or a physical remuneration like, for example, a cake.

Role of the teacher and game flow:

- The teacher explains the rules and forms the teams.
- The teams/teacher assign(s) roles (communicator, problem manager, writer) and distributes the Role Cards to each team member *it is important to consider kids' desires and abilities (for ex.: a child cannot/doesn't want to write yet, so s/he could take another role)
- The teacher announces the start of brainstorming (children begin to express their ideas and act according to the role assigned) * the teacher is supposed to help solve problems emerging in the teams.
- Children present their games (the teacher asks who wants to go first, second etc.)
- The teacher distributes pieces of paper where each member of the team can vote for one of the teams they liked except their own team.
- After 5 minutes teacher gathers the voting cards and counts the votes, then announces the winners.

Timing:

- 10 minutes for rules explanation
- 30 minutes for inventing the games
- 20 minutes or more to present the games (10 minutes for each team)

Game rules for 12-15 years old players

Game organisation: Two or more teams (4 or more players per each team) can play. Each team consists of 5 participants and should have one turn and take one card with the role assigned by the teacher:

- **Steve Jobs** - manager of the process of the game design (the one that should make sure that each team member communicated their ideas of games). Steve Jobs presents the game by the end of the game design process.
- **Game Developer #1 -** the person responsible for the development of the game flow and rules
- **Game Developer #2** - the person responsible for the development of the game objectives and name of the game.
- **Illustrator** - the person responsible for writing down and sketching the ideas
- **Tester** - a person who at the testing stage goes to a neighbouring team to test their game and give a feedback

Role of the teacher and game flow:

- The teacher distributes the Design Sprint prompt sheets and starts by explaining the design sprint framework. See in the Going Further section explanation about Design Sprint.
- The teacher asks teams to choose and name 3 objects that they see in the room (except the floor, ceiling and walls). Then the teacher explains that the teams should come up with a game using only these three objects chosen for everyone.
- The teams/teacher assign(s) roles (Steve Jobs, Illustrator, Game Developer etc.) and distributes the Role Cards to each team member *it is important to consider kids' desires and abilities (for ex.: a child cannot/doesn't want to write yet, so s/he could take another role).
- *Bonus moment*: the instructor says to all the team leads (Steve Jobs) to choose and write down a 3-digit number. The greatest number of teams will be the first presenting and will get the right to choose one more object to invent the game. The lowest number team will get the right to change one object to any other object to invent a game. The order of team presentations depends on the chosen number from the lowest (first one) to the highest (last one).
- The teacher announces the start of the game saying that everyone has 30 minutes for the game inventing process (children begin to express their ideas and act according to the roles assigned) * teacher is supposed to help solve problems emerging in the teams.
- The Testers of each team go to another team to test their game and give them feedback.
- Steve Jobs of each team present the games.
- The teacher distributes pieces of paper where each team member can vote for one of the teams choosing a number from 1 (worst) to 10 (best) they liked except for their own team.
- After 5 minutes the teacher gathers the voting cards and counts the votes to announce the winners. *The winners can get either the highest scholar grade for this game or a tangible reward,*

Timing:

- 15 minutes for rules explanation
- 30 minutes for inventing the games
- 10 minutes for the testing stage
- 20 minutes or more to present the games and vote

Going further

Topic 1 - Children's books about poverty & hunger

Children can become aware of the fact that there are people all over the world who do not have enough resources to live a healthy and active life by reading one of the 18 books written for children about poverty and hunger, which could help them answer their questions and have more empathy, compassion and eager to help people who are less lucky than themselves. Children can reach out to the site with the books via QR code link (retrieved from: https://www.rebekahgienapp.com/poverty-books/), where they can find books written by authors from different countries and continents and choose from various stories of characters

Topic 2 - Creative Thinking

To explore further how to teach **children creative thinking**, you may consider referring to other Unplugged quests, such as **Pop-up City of the Future, Poverty-free game collection, Fantasy out there!, Form Factor, The Perfect City.** Creative thinking starts with creative crafting. Here's a couple of online libraries that provide crafting activities :
- https://diy.org/
- http://krokotak.com/

Topic 3 - Worldwide known children's games

There are several simple worldwide known games that do not require anything but one's own body and household materials (for example, "hide and seek", "rock, paper, scissors" and "catch-up" games). But also, each nation has its own traditional "unplugged" game, and some of them we can observe following this link: https://www.whatdowedoallday.com/traditional-games/

Topic 4 - Design Sprint Methodology

Find out more about the Design Sprint Methodology here. For the purposes of the quest, we combine the Define and Sketch phases. Consult: https://designsprintkit.withgoogle.com/methodology/overview
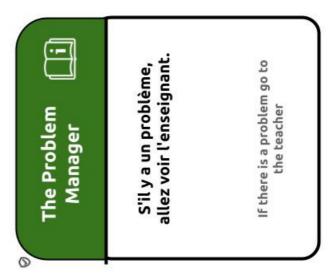
- Pens/pencils/markers (one per each team member)
- Blank sheets (A4 for each team member)
- Role cards - one set for each team

Additional materials needed:

- 1 timer (on smartphone or other devices)

The Communicator

Gérez la communication interne et externe du groupe

Manage the internal and external communications of the group

The Problem Manager

S'il y a un problème, allez voir l'enseignant.

If there is a problem go to the teacher

The Writer

Documentez le processus "problèmes/solutions/ accomplissements" sur le papier

Write the "problem/solution/ accomplishment" process on the paper

The Tester

At the testing stage, go to a neighboring team to review their game and give them your feedback

Au stade des tests, allez voir une équipe voisine pour examiner son jeu et lui donner votre avis.

Steve Jobs

Manage the process of game design and internal and external communications of the group, present the game

Gérer le processus de conception du jeu et les communications internes et externes du groupe, présenter le jeu.

Illustrator

Write/sketch ideas on the blank sheets

Écrivez/dessinez des idées sur les feuilles vierges

Game Dev #2

Set the game objectives, name the game

Définir les objectifs du jeu, nommer le jeu

Game Dev #1

Develop game flow and rules

Développer le déroulement du jeu et les règles

POVERTY-FREE GAME COLLECTION

FIVE PHASES OF THE DESIGN SPRINT:
1. UNDERSTAND DESIGN CHALLENGE, GET THE CLEAR PICTURE
2. IDEATE SOLUTIONS (SKETCH AND PRESENT EACH TEAM MEMBER'S IDEAS)
3. DECIDE WHICH SOLUTIONS YOU WANT TO BUILD AND CHOOSE ONE THAT WILL SATISFY USERS.
4. PROTOTYPE – DESIGN THE FIRST VERSION OF YOUR GAME
5. TEST

LET'S PLAY!