



## NetAid World Class – *Grab Bag!* Facilitator Guide

### Game Overview:

Ages: 8-18  
Number of Players: 10-32  
Time: 1 hour

### Facilitator Materials:

Daily Life Card Guide

### Game Pieces:

30 Daily Life Cards  
32 Identity Cards  
School Year Cards (one per student)

### Objectives

#### Participants will be able to:

- Describe the challenges students from Tamil Nadu, India face in gaining access to education.
- Compare their own experiences to those of children growing up in Tamil Nadu.
- Take action to help the world's poorest children obtain an education by visiting NetAid: [www.netaid.org](http://www.netaid.org).

#### Key Messages:

- There are barriers that prevent children around the world from having access to education.
- All children deserve the right to an education because it provides them with the knowledge necessary to develop their skills, reach their full potential, and contribute to society as a whole.
- We can all take action as global citizens to help give children around the world the opportunity to go to school.

### Things to Do Before Playing: *Background and Preparation*

#### Read the Facilitator Guide

What follows is a suggested script to help you facilitate the game. This script is merely a guide — feel free to adapt it in any way that seems appropriate when working with your age group. Throughout the guide you will see the following symbols: **✓Reality Check** and **?Discussion Question**. Take note of these symbols as they highlight concepts and questions which can be used for future discussion.

#### Read the “Daily Life Card” Explanations

The NetAid World Class Game contains 20 Daily Life Cards which describe real-life situations for children in Tamil Nadu (pronounced *tam-ell nahd*). In order to explain the lesson each card contains, carefully read through the “Daily Life Card” Explanations. If you have questions or would like more information regarding the content of any of the topics, please refer to the NetAid web site ([www.netaid.org](http://www.netaid.org)) for suggested resources.

#### Copy School Year Cards

Make sure that you have photocopied enough school year cards so that each student will have one card to use in order to keep track of the number of school years they have accumulated.

#### Plan How You Will Use Your Space

Know where players will sit, and decide how to divide your space into “in school” and “out of school” sections. It is important to create a clear separation between students who are in or out of school, and you may find it useful to label the respective sides of the room to indicate this division.

#### Schedule a Time to Play the Game

Schedule the game for a time when you will have at least one uninterrupted hour, and when the players are likely to be most attentive.

### Setting Up (5 minutes before playing)

1. Organize the identity sheets in numerical order and divide them by gender into two piles to simplify the process of passing them out when the game begins.
2. Use masking tape or any other physical barrier to divide the space and label the “in school” and “out of school” areas accordingly.
3. Cut the Daily Life Cards and place them in a “grab bag” for the participants to pull from.



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### I. Introduce the Game (10 minutes)

#### Describe NetAid

NetAid is a nonprofit organization that educates, inspires, and empowers young people to join the fight against poverty. NetAid has developed this game to help us understand what life is like for young people in other countries who are not able to go to school.

#### Ask Players About Their Own Ambitions

Raise your hand if you would stay home from school if you could.

*Allow time for a few responses.*

Now, think for a moment about what you dream of doing when you get older. Raise your hand if you would like to share your dream with the class.

*Take several examples from the group.*

Even though you all have different dreams, is there one thing you will need to achieve them?

*Call on a student.*

**✓ Reality Check:** Did you know that there are over 100 million kids in countries around the world who have dreams just like you do but are unable to go to school?

#### Present Objectives of the Game

Today we are going to play NetAid World Class, a game that will help you understand what life is really like for some kids in another country who may be unable to go to school. Throughout the game, think about how your life here compares to the lives of the kids we are going to learn about.

#### Travel to India...

For the next hour, we are going to travel to India. Does anyone know where India is?

*Help students locate India on a world map.*

How big do you think India is compared to the size of the U.S.? How many people do you think live in India compared to the number of people who live in the U.S.?

**✓ Reality Check:** India is one-third of the size of the U.S. with three times as many people. The population of India is over 1 billion.

**? Discussion Question:** Can you think of some challenges that might exist with so many people in such a small country?

### II. Rules of the Game (5 minutes)

For the next hour you are going to walk in the shoes of an actual kid who is living in India *right now*.

Imagine now that we are no longer in this room, but on the other side of the world in India, living in a state called Tamil Nadu (pronounced *tam-ell nahd*).

*Pass out identity sheets, map side up. For best results, distribute sheets in numerical order and match the girl cards with girls and the boy cards with boys. Point out the map of India and help students locate the state of Tamil Nadu. Also distribute one School Year Card to each student.*

#### Explaining the Identity Sheet

This identity sheet shows who you are for the next hour. Look at it closely, because it tells you some important details about your life in Tamil Nadu, India. Look at the photo on your sheet. This is the picture of you — a real-life kid living in Tamil Nadu *right now*. In fact, all of these kids are part of a project NetAid supports in Tamil Nadu, and the pictures you see tell each kids' *real* story--they are not made up! Next to your photo is a picture that shows your dream, and how many years of school you will need to reach it. Who would like to share their dream with the rest of the class? *Allow time for a few responses.*



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Below your picture you can read your name and which district, or part of the state, you live in. Raise your hand if you live in District A. (*Repeat with Districts B and C*). When we begin the game it will be important to remember which district you call home.

The other pictures on this sheet show you important details about your life. Look at who is in your family and what other resources you might have, like money, shoes or bus tickets. Some of you might even have a disability which will make it harder for you to get into school. All of these things make a big difference in determining whether or not you are able to go to school.

How do you think some of the resources you have might help or hurt your chances of staying in school?  
*Allow time for a few responses.*

A few of you have a special picture of a heart on your identity sheet. This picture shows that you get help from NetAid. At any point during the game you can choose to get yourself back into school through the help of this NetAid scholarship, but it can only be used once.

### Goal of the Game

The goal of the game is to earn enough school years to achieve your dream. Some of you will start off in school and will be on your way to reaching your dream right away. Others of you will be out of school and working hard to help your families.

#### ✓ **Reality Check:**

Even though public school is “free” in most countries around the world, there are many hidden costs like uniforms, supplies, and bus fare which make it difficult for kids without money to go to school.

### Explaining the Daily Life Cards

Just like our lives change here, things will happen to change your life as a kid in India. In this game, there will be events that might put you in school or take you out, depending on your life circumstances. Be aware that your life circumstances might change through the course of the game.

When we begin, you will take turns pulling out a Daily Life Card in the front of the room which will bring about real-life twists and turns that you will face as a kid in Tamil Nadu. Sometimes you will have to leave school, and other times you might have the opportunity to enter school. Each time this happens, you will move back and forth between the “in school” and “out of school” sides of the room.

*As the game involves a lot of movement around the room, it is important at this point to clarify your expectations for participants’ behavior according to your own classroom rules.*

If you are in school when a Daily Life Card shows a number, you earn that number of school years toward your dream. To keep track of the number of school years you accumulate, mark off each year on your School Year Card. If you earn enough school years to reach your dream, you may then give a scholarship to a player who is still out of school. In this way, not only have you attained your personal goal, but you have the special opportunity to help someone else work toward reaching his or her dream. Once you reach your dream you can choose to continue playing or you can sit and quietly observe the rest of the game.

## III. Playing the Game (30 minutes)

### To Begin

Raise your hand if you have a teacher. When I say go, those of you with a teacher (even if she doesn’t speak your language) will all move to the school side of the room. Those of you without a teacher will start out of school. *Signal to each respective side of the room.*

### Picking Daily Life Cards

*If appropriate, invite kids who are “in school” one at a time to the front of the room to pick a Daily Life Card from the grab bag and have them read the card out loud. With each card, be sure to refer to the information provided in the “Daily Life Card” Explanations to give further content and context for each of the situations. Emphasize that these are realistic situations for many, but certainly not all, children in India and in other poor countries throughout the world. As the game proceeds and participants’ life circumstances change, players should respond to the card conditions **according to their new circumstances**, despite what their sheet indicates.*

### To End

*Continue playing until at least one, but no more than a quarter, of the students have achieved their dream jobs. Limiting the number of players who get their dream jobs reflects the real-life circumstances in Tamil Nadu, which the players may feel is frustrating or unfair. Make sure to leave at least 15 minutes for a follow-up discussion after playing.*



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### IV. Discussing the Game (15 minutes)

#### Reflecting on the Game

Engage students in discussion by posing some or all of the following questions:

- Raise your hand if you thought this game was fair. Unfair? Why?
- What was it like to be a kid in Tamil Nadu?
- How did some of the resources you had affect your ability to stay in or enter school?
- What are some of the resources you have in your life which allow you to stay in school?
- How did it feel to be in school? How did it feel to be out of school?
- How did it feel to give a scholarship? How did it feel to receive one?
- Does this game make you see your own life differently? In what way(s)?
- Does this game make you want to help other kids around the world?

#### What Can We Do Now?

**? Discussion Question:** What are some ways that you think you could make a difference in the lives of kids who don't have the opportunity to go to school?

Allow the students to brainstorm ways to get involved. Help your students understand the difference between short-term assistance and long-term, sustainable solutions.

#### √ Reality Check

Did you know that kids are taking action to help other kids around the world? Check out the NetAid web site for ideas on how to get involved: [www.netaid.org](http://www.netaid.org).

Here are some ideas to get your students started:

#### **Join the NetAid Student Network!**

- Visit the NetAid web site and sign up to become part of a growing movement of young people who are committed to the fight against global poverty!

#### **Help Children Around the World Attend School: Support the NetAid World Schoolhouse!**

- Visit [www.netaid.org](http://www.netaid.org) to learn more about NetAid projects which help kids around the world attend school.
- Organize a fundraiser to support a project. Be sure to take pictures and send them to NetAid – you could be featured on our website!

#### **Make Your Voice Heard: Urge Political Leaders to support the Fight Against Poverty!**

- Go to [www.netaid.org](http://www.netaid.org) to send petitions to national and international leaders urging them to support the fight against poverty.

#### **Raise Awareness and Spread the Word!**

- Create a flier, poster, or report about kids living in extreme poverty.
- Distribute information about what you have learned to local organizations, clubs, friends, and neighbors.

Let us know what you think about the game and what you class is doing to help. E-mail us at [worldclass@netaid.org](mailto:worldclass@netaid.org).