

RED'S JOURNEY - VIDEO WORKSHEET



LEGEND

R = Reflect **C** = Connect **A** = Apply

REFLECT: answer questions and reflect on the information you learned in the videos

CONNECT: compare and connect the information in the videos to similar experience from your own life

APPLY: explore how you can apply what you have learned from the videos to an area of your daily life

VIDEO 1 - THE JOURNEY

R - 1. When did Right To Play begin?

2000

R - 2. How many children does Right To Play help every week?

More than 1 million

R - 3. Can play help kids learn?

Yes

R - 4. Name three things Right To Play helps to teach kids using games.

Answers can include: gender equality; disease prevention; leadership; peace building; math

R - 5. According to the video, why don't all kids have the same opportunities?

Answers can include: they have to work to help their families; they live hours away from schools; they live in war zones or it's not safe to go to school

VIDEO 2 - GAME CHANGER

R - 1. How did Right To Play's play-based activities help Ernest at school?

Answers can include: improved his confidence; helped him teach his family what he learns at school; taught him how to work in groups or with friends; made him happier

C - 2. How is Ernest's life similar to yours? How is it different?

*Answers for **similar** could include (but not limited to): chores; homework; walking to school; working in groups; playing with friends; school uniform; playing at lunch or recess*

*Answers for **different** could include (but not limited to): fetching water from shared pump; no school bus; smaller house; smaller school*

VIDEO 3 – MAKING A DIFFERENCE

R - 1. How has Right To Play helped students at the school?

Answers could include: higher pass rates into junior high; performance is improving; higher prospects for the future

R - 2. What happens when the students are done playing a Right To Play game?

Answers could include: they reflect on game; discussion about how they found the game; discuss how they can prevent germs

C - 3. What is a game you have played that helped teach you a school subject or life skill?

Any description of a game and explanation of what was learned

C - 4. Beyond math, hand washing, and your answer above, what do you think you can learn from playing a game?

Anything!

VIDEO 4 – ADVOCATES FOR CHANGE

R - 1. What are 3 things Right To Play’s Athlete Ambassadors Billy Bridges, Darnell Nurse and Sami Jo Small learned from playing sport?

Answers could include: there is always room to grow; the values and/or benefits of teamwork; how to win and lose; how to be in a supportive role; how to coach others; how to live our lives; that it doesn’t matter what differences there are between us because we can all come together

A - 2. As Billy Bridges said, Right To Play helps people believe that they’re capable of doing anything that they want to do. Like Billy, Sami, Darnell and Ernest, how can you “play your part” to make the world a better place?

Answers can include anything on a local or global level that helps and betters the lives of others.





GROUP ACTIVITY

A - In a small group, invent a game that teaches a Key Learning (life skill or school topic), and teach it to your class. Remember to include the following things in your game:

- **Name of the Game**
- **Key Learning:** What we want players to learn in this game
- **Opening Questions:** Questions to help players to start thinking about the Key Learning
- **Goal of the Game:** What players are trying to achieve in the game
- **What You Need:** Objects, space, and number of players needed
- **Setup:** How to arrange the space before the game starts and equipment you need
- **How to Play:** Instructions for playing
- **Watch For:** Notes to make sure players are playing safely and meeting the Key Learning
- **Discussion:**
 - *Reflect:* Ask questions that encourage players to discuss what they experienced playing the game, such as: What were some of the successes and challenges?
 - *Connect:* Ask questions that encourage players to think about experiences in their own lives that relate to the Key Learning.
 - *Apply:* Ask questions that encourage players to think of real-life situations where they can apply the lesson, and discuss how they will use it in their own lives.
- **Adaptations:** Ways to change the game to make it easier or harder, or to make sure everyone can play and learn, no matter their ability

