Games on inclusion of age, disability and gender
in preparedness and humanitarian response

Need for inclusive data

Game title: Need for inclusive data

Overview: In teams of three, players create a problem tree identifying the root cause of one man's hunger. The game highlights the importance of collecting and using inclusive data so that no one is left behind.

Learning objectives:

By the end of the game players will be able to:

- Complete a Problem Tree and identify the root cause of a stated problem
- Give reasons why collecting and using inclusive data is key to leaving no one behind

Who should play the game?

Anyone working in project identification, design, implementation or monitoring and evaluation who would like to understand more about inclusion and exclusion in the humanitarian response.

Number of players: 3 to 12

Materials required:

Resource 1: Print a Problem tree on A3 paper for each team
Resource 2: Print a set of Problem tree cards for each team

Estimated time required: 40-60 minutes

Facilitator instructions:

Step 1: Explain to the players that they will work in pairs or teams to complete a problem tree, identifying the possible causes and effects of a man's hunger in a logical flow. They will then present their tree to the group, explaining the logic of their tree and what they believe to be the root cause of hunger.

Step 2: Ask players to form teams of three players, sitting around a table or on the floor.

Step 3: Explain the aim of the game is to identify the root cause of a given problem using problem tree analysis. (If players are new to problem tree analysis, it may help to first give a simple example such as 'children absent from school' and work through a few possible causes and effects.)

Step 4: Give a copy of the tree (Resource 1) and a set of cards (Resource 2) to each team. Explain that the cards describe either a cause or an effect, that causes flow down through the roots of the tree and effects up through the branches. They do not have to use every card and there are blank cards on which players can write other possible causes and effects. Tell teams they have 15 minutes to complete their problem tree.

Step 5: After 15 minutes, call time. Check that all teams have identified a root cause to the problem and written it in the space at the bottom of the tree.

Step 6: Allow each team a few minutes to present their tree to the other teams. Talk about any similarities and differences between the teams' trees and provide some feedback. (Remember that there is no right or wrong answer as this depends on the interpretation of the situation. There must, however, be logic to each cause and effect relationship within the tree.)

Step 7: Debrief the game. Include the following questions:

1. How easy was it to identify the causes and effects, including the root cause?
   What were the benefits of using Problem Tree Analysis?
2. What would you do to tackle the root cause?
3. How would Jose's situation have been different if Sex Age Disability Disaggregated Data (SADDD) was collected, analysed and used to inform programme interventions?
4. What else did you learn by playing this game?

Explain that this scenario is based on data from Venezuela, where HelpAge International found that older rural men go to bed hungry three to four nights a week. In the analysis hunger is higher among older men than women.

Level of facilitation required: High

Possible adaptations to game:
It is possible to extend the game by asking players to turn their problem tree into a solution tree. To do this, players start with the root causes, turning each piece of card over and writing a positive statement on the reverse or adding new cards - for example, 'Jose doesn't know how to access food or medicine from the NGOs working with his community' might become 'The NGO working with the community explains to Jose how he can access food or medicine'. Afterwards, teams compare their Solution trees.

Suggested games to play <u>before</u> this game:
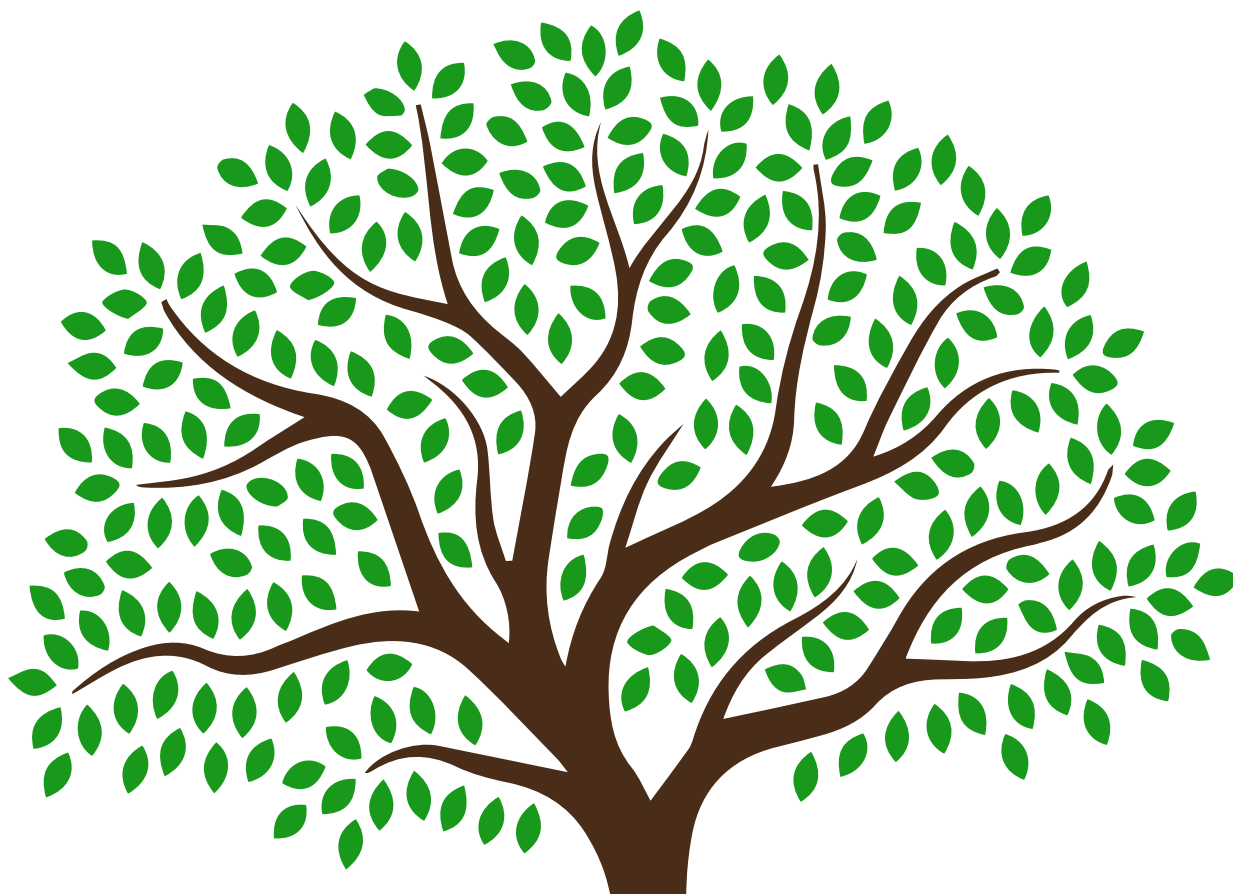- Rights-based model to programming

Suggested games to play <u>after</u> this game:
- How SADDD informs programmes
- Inclusive data collection

Place the effects of Jose's situation in the leaves

Jose, a 68 year old man living in rural area of a country affected by humanitarian crisis, goes to bed hungry 4 to 5 nights a week.

Place the reasons, or the causes, in the roots. Write the root cause in the box below.

Print and cut a set of the cards, including blank ones, for each team playing the game.

Jose doesn't know how to access food or medicine from the NGOs working with his community.	Jose has no money for public transport.	Jose becomes seriously malnourished.
Jose relies on neighbours to bring him food.	Jose cannot leave his homehis leg.	Jose falls getting out of bed, hurting his leg.
Jose's family believes the NGO will care for him.	Jose spends much of his time in bed.	Jose's savings become worthless when the currency is devalued.
Jose cannot afford to buy medicine.	Jose becomes very depressed.	Jose's eldest daughter moves to the city in search of work.

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