



Malaria kills. Send a net. Save a life.

Nothing But Nets Evening Program:

This game is based on the game Predator-Prey.

Program Name: Nets Tag

Program Objective: Campers should have a better understanding of the plight of African families, the immense task at hand of 'covering' Africa, and understand the effectiveness of nets

Objective of game: To collect the needed supplies without being tagged

Materials Required: pens, small pieces of paper, whistles (optional), net scraps (or anything to represent a net, can be a towel, old t-shirts, etc), 4 cups/bowls/plastic baggies (anything to put the small pieces of paper in), blank printer paper, markers

Time and space required: explaining rules 10 min, game lasts 45 min, discussion at end, 10 minutes

Prep work:

1. Tear pieces of paper up and write 'water' on 50-60 small pieces of paper, then education on 50-60 pieces of paper, etc . (This is based on 70 campers playing; you'll need more supplies if you have more campers, less if you have less campers playing.) Continue with food and work.
2. Predetermine where each of the supplies will be located in camp, though not all of the waters, or foods, for example need to be in one place. Example:
 - Tower: water
 - Pool: food
 - Chadar ochel: education
 - Pagoda: food
 - Basketball court: work
 - Etc

It is also ok to have more campers than supplies; this will just make the game more realistic!

3. Place the supplies at designated areas in camp before the start of the game. Each slip of paper is considered one unit of the supplies. Try to place no more than 10-15 units of each supply per location.
4. Create a map of camp designating where the supplies are. Make 15-20 copies of the map, depending on how many campers are playing.
5. Pre-assign campers into groups so that they can change into the appropriate color before playing. Divide the campers into three groups, the villagers, mosquitoes, and aid workers. Depending on how many campers you have, make the villager group so that it is twice as big as the mosquito group, and the mosquito group is twice as big as the aid worker group. For example, if you have 70 campers playing, 10 campers will be aid workers, 20 will be mosquitoes, and 40 and will be villagers.
6. Assign campers into their groups and assign a t-shirt color to each group.
 - a. Aid worker group: red
 - b. Mosquito group: blue
 - c. Villager group: green



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Game:

7. Divide the three groups into subgroups so that each subgroup is 4-5 campers (Based on 70 campers playing, you would have two subgroups of aid workers, 4-5 subgroups of mosquitoes and 8-10 subgroups of villagers). Each subgroup of the people, mosquitoes, and aid worker group must collect the following supplies (these numbers can be adjusted if you have more or less than 70 campers playing):
 - i. People group: 5 waters, 5 foods, 5 education, 5 work
 - ii. Mosquito group: 10 food, 10 water
 - iii. Aid worker: 15 food, 15 water
8. Give each subgroup the map you created so that they can collect the supplies. More than one 1 item can be collected from one spot, though keep in mind, other groups are also collecting supplies, so some spots might be depleted.
9. The challenge while collecting supplies for the villager and mosquito groups is to not get attacked. An aid worker group can attack a mosquito group, and a mosquito group can attack a villager group. The challenge for an aid worker group is to collect supplies while increasing their numbers (attacking mosquito groups) and distributing nets to human groups. When a villager group has a net, they cannot be attacked by a mosquito group. To attack, the attacking group blows a whistle, and from the time of the whistle, campers in the superior group can tag people in the lower group for 30 seconds. After 30 seconds, the attack is over, and the superior group may not attack that lower group again for 5 minutes. When someone is tagged, they become a part of the group that tagged them.
10. Counselors can move about the game taking nets from villager groups. This is emblematic of nets wearing out over time and therefore not effective and need replacement.

After playing for 45 minutes, regroup the campers. Divide into bunks and discuss what campers learned from the game.

1. What were challenges?
2. If you were in a human group, how did you feel when you had a net?
3. If you were an aid worker, what challenges did you face?
4. If you were a mosquito, were you able to tag a lot of people? Did anything make it harder to do that?