

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

How SADD D informs programmes

HelpAge

International

Game title: How SADDD informs programmes

Overview: In this game, players review data from a rapid needs assessment and make recommendations for an inclusive response.

Learning objectives:

By the end of the game players will be able to show how data from a rapid needs assessment using sex, age and disability disaggregated data (SADDD) informs programming decisions and helps to ensure an inclusive response.

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: 4 to 12

Materials required:

Resource 1: *Rapid needs assessment of older people - Venezuela (November 2019)* – print one copy per pair of pages 1-8 only. Cut off the recommendations on page 8 as indicated and save these to hand out later in the game.

Estimated time required: 50-60 minutes

Facilitator instructions:

Step 1: Form pairs and give each pair a copy of Resource 1. NB: Make sure they only have pages 1-8 and that the recommendations have been removed.

Step 2: Explain that this rapid needs assessment (RNA) was carried out using SADDD. They have been given only the first part of the report. For the purpose of the game, detailed sector specific information has been left off along with all the recommendations.

Their task, in pairs, is to familiarise themselves with the contextual information and the data provided. They should then make two or three recommendations for an inclusive response.

Tell them they have 20 minutes.

Be ready to assist players if they get stuck. You can give hints to set them on the right path.

Step 3: After 20 minutes, bring all the pairs together. Tell them that now, as one team, they should share ideas and agree on a set of recommendations for an inclusive response. For this, they have a further 20 minutes.

Step 4: Once the team has agreed on its recommendations, congratulate them and debrief the game using the following questions:

- How easy or difficult was it to come up with recommendations for an inclusive response based on the report?
- What made it easy/difficult?
- How did having inclusive data help?
- What else would they need to know?

Now share the recommendations from page 8 of the report.

- How do these recommendations compare to theirs?

Finally, remind participants that they have seen only the first section of the report. There are further sections of the report focusing on disability inclusion, accountability and the different technical sectors.

Level of facilitation required: High

Possible adaptations to game:

Instead of using the Venezuela report, use one from the country or context in which the group is working. Depending on the level and learning needs of the group, have pairs focus on different sectors and then share what they identify as recommendations.

Suggested games to play before this game:

- Rights-based model to programming

Suggested games to play after this game:

- Need for inclusive data
- Inclusive data collection