

Tikho's Story Three Pile Sorting

This activity assesses youth's understanding of water, hygiene and sanitation practices. It is an interactive activity to encourage discussion about situations occurring in Africa. The activity is best done after discussing challenges that exist in this context or viewing the Tikho's Story Presentation, which can be downloaded at:

www.cawst.org/wavemakers

Why Use It?

This tool allows youth to:



1. Discuss common water, hygiene and sanitation practices within the context of good and bad impacts on health.

Materials



- ☐ 20 cards with scenes
- ☐ Good, Bad, In-Between Title Cards (1 of each)

These materials are for one set of cards. Depending on the group size you may want to have multiple sets. We recommend a maximum of 5 people per group.

Preparation



- ☐ Print and cut individual cards
- ☐ Optional: Laminate cards

How to Play



1. Show the youth a card and explain that each one has a different scene that shows water and sanitation practices.
2. Explain that **the object of the activity is to sort the cards into three piles - good, bad and in-between.**
 - **Good** – Cards that they think show activities that are good for health.
 - **Bad** – Cards that they think show activities that are bad for health.
 - **In-between** – Cards that they think show activities that are neither good nor bad for health or that they are not sure about.
3. Divide the youth into small groups of 4-5 people. The number in each group will depend on how many youth there are and how many card sets you have.
4. When the groups have made their piles, lead a discussion about each card. Let all groups share where they categorized each card and why. Encourage discussion and let groups respond to questions raised by the other groups.



During this discussion remind the youth that there are no right answers. The purpose of this game is to encourage discussion and reflection about local water and sanitation activities and their effects on health and the environment.

5. Ask the youth to discuss the common behaviours in their community, and then to consider whether these behaviours are similar to any practices identified in the cards.
6. At this stage or at a later session the group may discuss ways of eliminating the bad practices it has identified in its community. Encourage this discussion and have the group keep a record of suggestions made.

Facilitator Notes

- Don't prompt or direct the choices of the group by giving information. If people ask you specific questions, redirect the questions back to the group for a response. If the group is unable to interpret any one drawing, suggest that it is set aside.

GOOD



BAD



IN-BETWEEN





NA/Africa 3PS-01



NA/Africa 3PS-02



NA/Africa 3PS-03



NA/Africa 3PS-04



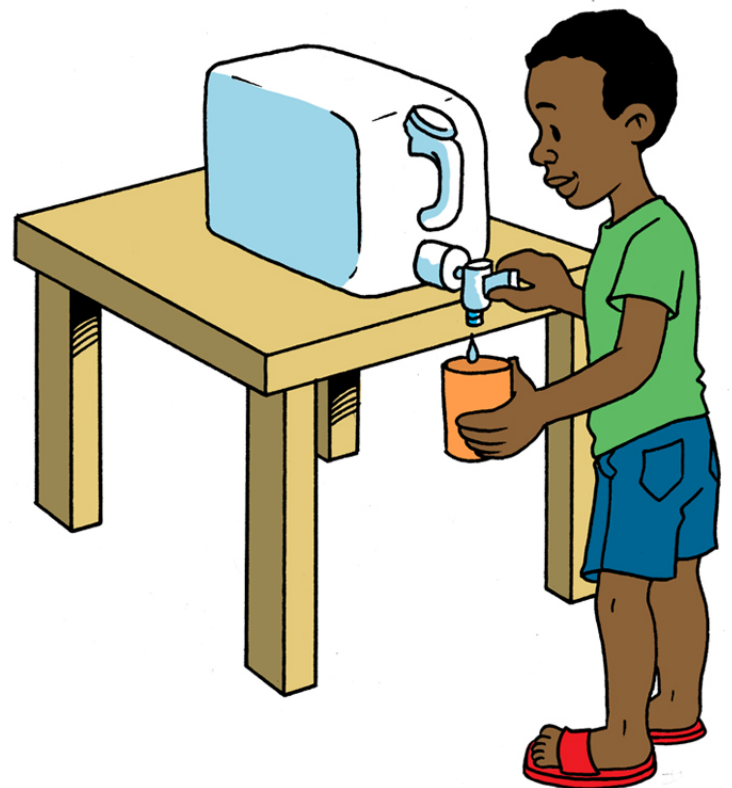
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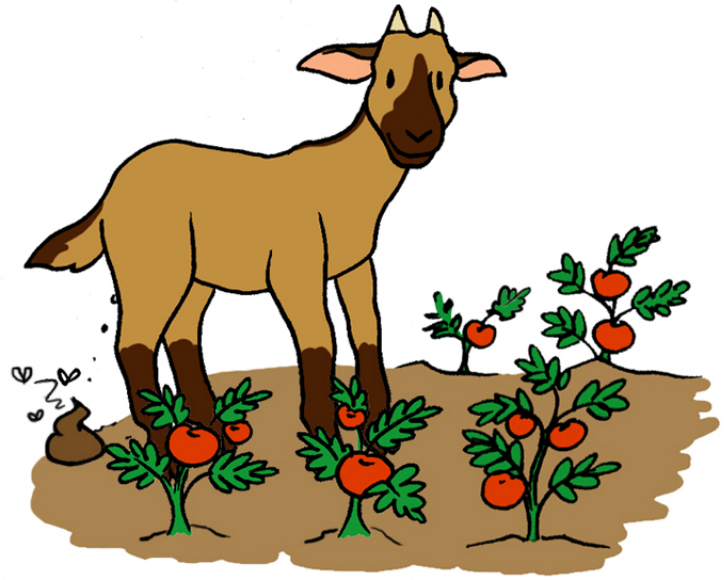
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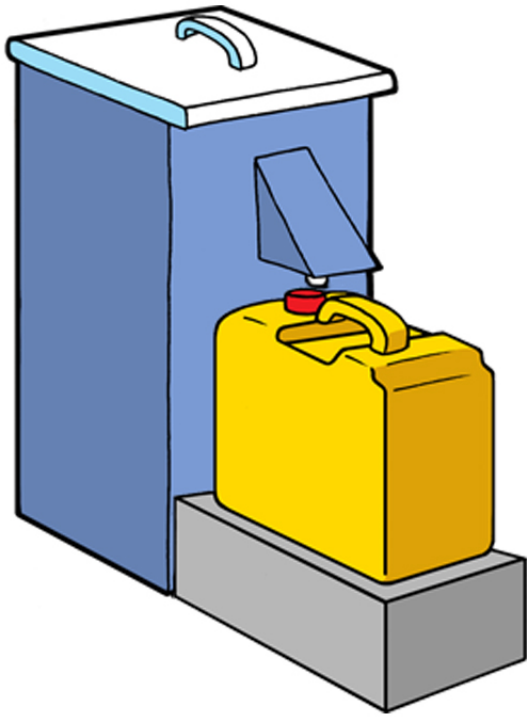
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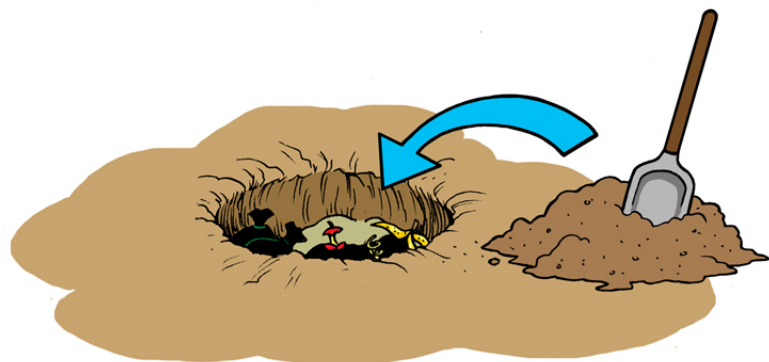
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