Aim of the Game
You have been forced to flee your home because of conflict and must go on a journey to safety. When you cross the River Nile you arrive in a safe village. You must gather supports to help you put down roots and live a healthy and happy life in your new home.

You Need
- Game board
- 3–6 players
- Player Cards
- Pens
- 6 Player Tokens
- Dice
- Deck of 16 Chance Cards
- Deck of 42 Question Cards
- 6 Miss a Turn Tokens
- House Tokens

Set Up the Game
- Open the board and place it on a flat surface
- Place the deck of Chance Cards and Question Cards on the board, turned down
- Place the stack of Miss a Turn Tokens on the board
- Place the House Tokens on the corresponding five squares
- Each player takes one Player Card and one Player Token
- Each player must select, and mark with a pen, five of the ten basic needs listed on their Player Card to bring with them. What you choose may help you on your journey.

Start Here
Each player rolls the dice. The player who rolls the highest number goes first. Use your Player Token to move along the squares. Take turns in a clockwise direction.

Journey to Safety
If you land on a Chance square, pick a Chance Card from the deck. Read out loud and follow instructions. The basic need items you selected on your Player Card may support you or hold you back on your journey, depending on chance.

If you land on a Covid-19 square, roll the dice.
   a) If you roll an even number, you have been affected by the virus and must rest (miss a turn). Take a Miss a Turn Token. Return the token to the board after you have missed your turn.
   b) If you roll an odd number, you are unaffected by the virus and can continue your journey. Roll as normal on your next turn.

River Crossing
You must stop once you reach the river and wait for a boat. When it is your turn again, roll the dice.
   a) If you roll number 1–3, there is a boat available. Cross the river and reach the village.
   b) If you roll 4–6, there is no boat available. Wait until your next turn to roll again.

Safe Village
When you reach the village, your journey continues, but with a different aim. Each of the five paths represents a step on your pathway to peace.

   • Move along each of the five paths. It does not matter which order you go in. When you get to the end of each path the player to your right lifts a Question Card from the deck and asks you a question. If you answer it correctly, you collect a House Token and return to the safe village. If you get the question wrong, you must wait until your next turn to answer another question.
   • If you land on a Conflict square, it means conflict has broken out again near the village. This has an impact on everybody, so each player must return one House Token (if they have one) and gather it again later in the game.
   • The first player to fill their house is the winner.
It is important to remember that children in your classroom/setting have varied understandings and, in some cases, personal experiences of migration. This may require some preparation before, and extra discussion after, playing the game.

Landing on a Covid-19 square may be upsetting for some players, especially if they, or a family member, contracted the virus. Check in with students after playing the game to ensure that they are OK.

Use the following activities as a tool to debrief the experience of playing Pathways to Peace.

**Activity One**

Explore the following questions:

- At the beginning of the game, was it difficult to choose your basic needs?
- Did your basic needs help or hinder your journey? How? Why?
- Would you choose different needs if you were to play again?
- Do you think any of the Chance Cards played during the game were unfair? If so, why?
- How did the game change when you arrived in the safe village?
- Why was it important to collect all the different coloured tokens?
- Did you collect the tokens in any particular order? If so, why?
- On reflection, are some of the tokens more or less important? For example, is enrolling your children in school more important than joining a peacebuilding committee?
- Did any player land on the conflict square? If so, what effect did it have on the game? What is this square trying to represent?
- In what way did Covid-19 impact on the game?
- What circumstances in South Sudan might make the impact of Covid-19 more severe? (If the young people are struggling with this question, suggest issues like healthcare, sanitation, conflict, access to testing and vaccines.)
- Extension activity: Depending on when you are playing the game, encourage the young people to investigate the current situation in South Sudan/Sub-Saharan Africa regarding Covid-19 (cases, pressure on healthcare services, vaccinations, experience in refugee camps).
- Does playing the game help you to better understand how people’s lives are affected by conflict in South Sudan?

**Activity Two**

Ask the young people in pairs to reflect on the game and the debrief questions, and to record any thoughts they have on the worksheet (one sheet between two if appropriate).
Through playing *Pathways to Peace*, I learned …

After playing the game, I wonder …

I want to know more about …

At the end of the game, I felt …
The United Nations Convention on the Rights of the Child is an important agreement between countries who have promised to protect the rights of children. True or False?

The 17 SDGs come under five themes beginning with the letter P. Which of the following is not one of the Ps?

1) People 4) Peace
2) Planet 5) Partnership
3) Prosperity 6) Pandas

The three broad aims of the SDGs are:
1) End extreme poverty
2) Reduce inequality
3) Protect our _________

A. Planet

The United Nations Convention on the Rights of the Child is an important agreement between countries who have promised to protect the rights of children. True or False?

A. True

The 17 SDGs come under five themes beginning with the letter P. Which of the following is not one of the Ps?

1) People 4) Peace
2) Planet 5) Partnership
3) Prosperity 6) Pandas

A. Pandas

What year should the SDGs be achieved by?

A. 2030

Does the following definition describe an asylum seeker or an internally displaced person?

‘A person who has left their own country. They are asking the government of another country if they can stay there and be officially recognised as a refugee.’

A. Asylum seeker

Does the following definition describe an internally displaced person or a refugee?

‘A person who is forced to leave their home because their life is in danger, seeking safety and protection in another part of their own country.’

A. Internally displaced person
Q. What year were the SDGs launched?
A. 2015

Q. How many SDGs are there?
A. 17

Q. Education is a human right?
A. True

Q. A refugee is someone who is unable to return to their home country because they are worried for their safety.
A. True

Q. What is extreme poverty?
A. c) Living on less than (US) $1.90 per day*
*Approximately €1.50/£1.40

Q. Maize is a popular crop grown in South Sudan. What is another name for maize?
A. Corn

Q. Trócaire works with communities to ensure they have access to land and water. Why do you think that access to land and water is important for these communities?
A. c) To grow food to eat

Q. In 2020 schools in countries all around the world had to close for some time. Nearly 224 million students were out of school. What caused this to happen?
A. Covid-19

Q. Women grow 10% of Africa’s food.
A. False. Women grow 70% of Africa’s food

Source: UNICEF
Source: Global Partnership for Education
Q. Trócaire works with local organisations in South Sudan to give loans or grants to women. What is this money used for?
   a) To go shopping
   b) To buy a car
   c) To set up small businesses
A. c) To set up small businesses

Q. Many young adults in South Sudan did not go to school. Why?
   a) Because they didn’t want to go
   b) Because of ongoing conflict
   c) Because they missed the bus
A. b) Because of ongoing conflict

Q. Trócaire distributes dignity kits to people when they arrive in the safe village. Which of the following is not included in the dignity kit?
   a) Soap
   b) Toothbrush
   c) Cooking utensils
   d) Headphones
A. d) Headphones

Q. What is a mosquito net used for?
   a) It hangs over a bed to protect people from mosquitoes while they sleep
   b) To catch mosquitoes
   c) To protect mosquitoes
A. a) It hangs over a bed to protect people from mosquitoes while they sleep

Q. What animals do people use to help plough the land in South Sudan?
   a) Oxen
   b) Horses
   c) Donkeys
A. a) Oxen

Q. Trócaire works in partnership with local organisations. Together they support people who have been impacted by war, enabling them to live safe, healthy and happy lives.
   True or False?
A. True

Q. Why would a person in South Sudan bring food to a market?
   a) To meet friends
   b) To throw it at people
   c) To sell it and earn money
A. c) To sell it and earn money

Q. South Sudan is a multilingual country, with over sixty indigenous languages spoken.
   True or False?
A. True

Q. Which country does not border with South Sudan?
   a) Egypt
   b) Uganda
   c) Kenya
   d) Sudan
   e) Democratic Republic of the Congo
   f) Central African Republic
A. a) Egypt

Q. The white on South Sudan’s flag represents peace.
   True or False?
A. True

Q. Which country is the newest country in the world?
   A. South Sudan, which gained independence from Sudan in 2011

Q. How many people in South Sudan in 2020 needed support to ensure they did not go hungry?
   a) 1.5 million
   b) 3.5 million
   c) 5.5 million
   d) 7.5 million
A. d) 7.5 million

Q. Many young adults in South Sudan did not go to school. Why?
   a) Because they didn’t want to go
   b) Because of ongoing conflict
   c) Because they missed the bus
A. b) Because of ongoing conflict

Q. Which country is the newest country in the world?
   A. South Sudan, which gained independence from Sudan in 2011

Q. Trócaire works with local organisations. Together they support people who have been impacted by war, enabling them to live safe, healthy and happy lives.
   True or False?
A. True

Q. Why would a person in South Sudan bring food to a market?
   a) To meet friends
   b) To throw it at people
   c) To sell it and earn money
A. c) To sell it and earn money

Q. South Sudan is a multilingual country, with over sixty indigenous languages spoken.
   True or False?
A. True

Q. What animals do people use to help plough the land in South Sudan?
   a) Oxen
   b) Horses
   c) Donkeys
A. a) Oxen

Q. The white on South Sudan’s flag represents peace.
   True or False?
A. True
Q. To the nearest ten, how many countries are in the continent of Africa?
A. 54 (accept 50)

Q. To the nearest billion, how many people live in the world today?
A. 7.8 billion (Accept 7 or 8 billion)

Q. What bird is commonly used to represent peace?
A. A dove

Q. The currency of South Sudan is the dollar.
True or False?
A. False. It is the South Sudanese Pound

Q. Africa is the most populated continent in the world.
True or False?
A. False. Asia is the most populated continent

Q. Can you name SDG 16?
A. Peace, Justice and Strong Institutions

Q. Complete the quote: ‘A little kindness goes a long …’
a) Path
b) Way
c) Distance
A. b) Way

Q. What is the capital of South Sudan?
A. Juba

Q. Cholera and typhoid are diseases caused by dirty water and lack of toilets.
True or False?
A. True

Q. What is the population of South Sudan?
A. 11.9 million

Q. The UN was set up in 1945 after the Second World War to prevent such a conflict from happening again.
True or False?
A. True

Q. Trócaire is the Irish word for what?
a) Care
b) Compassion
c) Charity
A. Compassion
Before beginning the game, each player must choose five of the **ten basic needs** below to take with them. Use a pen to mark which five you have chosen.

To complete **all five sections of your house**, gather **House Tokens** by following the paths to their locations on the game board.

**Ten Basic Needs**

<table>
<thead>
<tr>
<th>Food</th>
<th>Water</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍩</td>
<td>🍵</td>
</tr>
<tr>
<td>Blanket</td>
<td>Torch/Solar Lamp</td>
</tr>
<tr>
<td>ID Card</td>
<td>First Aid Kit</td>
</tr>
<tr>
<td>Cooking Pot</td>
<td>Money</td>
</tr>
<tr>
<td>Plastic Sheet</td>
<td>Mobile Phone</td>
</tr>
</tbody>
</table>

**PLAYER CARD**

Before beginning the game, each player must choose five of the **ten basic needs** below to take with them. Use a pen to mark which five you have chosen.

To complete **all five sections of your house**, gather **House Tokens** by following the paths to their locations on the game board.

**Ten Basic Needs**

<table>
<thead>
<tr>
<th>Food</th>
<th>Water</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍩</td>
<td>🍵</td>
</tr>
<tr>
<td>Blanket</td>
<td>Torch/Solar Lamp</td>
</tr>
<tr>
<td>ID Card</td>
<td>First Aid Kit</td>
</tr>
<tr>
<td>Cooking Pot</td>
<td>Money</td>
</tr>
<tr>
<td>Plastic Sheet</td>
<td>Mobile Phone</td>
</tr>
</tbody>
</table>

**PLAYER CARD**

Before beginning the game, each player must choose five of the **ten basic needs** below to take with them. Use a pen to mark which five you have chosen.

To complete **all five sections of your house**, gather **House Tokens** by following the paths to their locations on the game board.

**Ten Basic Needs**

<table>
<thead>
<tr>
<th>Food</th>
<th>Water</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍩</td>
<td>🍵</td>
</tr>
<tr>
<td>Blanket</td>
<td>Torch/Solar Lamp</td>
</tr>
<tr>
<td>ID Card</td>
<td>First Aid Kit</td>
</tr>
<tr>
<td>Cooking Pot</td>
<td>Money</td>
</tr>
<tr>
<td>Plastic Sheet</td>
<td>Mobile Phone</td>
</tr>
</tbody>
</table>

**PLAYER CARD**

Before beginning the game, each player must choose five of the **ten basic needs** below to take with them. Use a pen to mark which five you have chosen.

To complete **all five sections of your house**, gather **House Tokens** by following the paths to their locations on the game board.

**Ten Basic Needs**

<table>
<thead>
<tr>
<th>Food</th>
<th>Water</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍩</td>
<td>🍵</td>
</tr>
<tr>
<td>Blanket</td>
<td>Torch/Solar Lamp</td>
</tr>
<tr>
<td>ID Card</td>
<td>First Aid Kit</td>
</tr>
<tr>
<td>Cooking Pot</td>
<td>Money</td>
</tr>
<tr>
<td>Plastic Sheet</td>
<td>Mobile Phone</td>
</tr>
</tbody>
</table>
A local community has allowed you to use their well to refill your water bottles.
Roll dice again.

A local checkpoint has been set up. Do you have an ID card with you?
- Yes: You can continue.
- Move forward one space.
- No: You are held at the checkpoint. Miss a turn.

UN peacekeepers are protecting the road ahead.
Move forward three spaces.

You find some berries and wild fruits and can fill up your bag.
Move forward two spaces.

It is night-time. With no moon it is impossible to see. Do you have a torch/solar lamp with you?
- Yes: You can continue. Roll the dice again.
- No: You stay where you are for the night. Miss a turn.

A family member has hurt their leg, which is slowing you down.
Do you have a basic first aid kit with you?
- Yes: You can treat the injured person and continue.
- Roll the dice again.
- No: Go back three spaces.

Fighting has broken out in the area, and travel has become very dangerous.
Everyone moves back one space.
NOTE: If you land on an active square, nothing happens during this move.

You come across a local market that is still operating. There is little to buy, apart from some simple foodstuffs. Do you have any money with you?
- Yes: You can buy some supplies. Take another turn.
- No: Miss a turn.

Temperatures are dropping and it is getting very cold. Do you have a blanket with you?
- Yes: Move forward two spaces.
- No: You must find shelter. Miss a turn.

The local authorities are sending text messages to warn people about flooding due to unseasonal rains. Do you have a mobile phone with you?
- Yes: You received the text message. Move forward one space.
- No: You did not receive the text message. Move back two spaces.

Darkness has fallen, and a local family gives you shelter for the night.
Move forward two spaces.

A neighbour lets you take some food and firewood from her farm.
Do you have a cooking pot with you?
- Yes: You cook a hot meal for your family. Move forward one space.
- No: You have to eat raw food. Move back one space.

Your children are very tired after walking all day, and energy levels are low. Do you have food and water with you?
If you have both, your children can recover all their strength after eating and drinking. Move forward two spaces.
If you have either food or water, but not both, move forward one space.
If you have neither, your children need to rest. Miss a turn.

A neighbour lets you take some food and firewood from her farm.
Do you have a cooking pot with you?
- Yes: You cook a hot meal for your family. Move forward one space.
- No: You have to eat raw food. Move back one space.