

Together Against Poverty - Friendship Overcomes Exclusion

Name of organization:

ATD Quart Monde

Rules of the “Turtle” game

Objective of the game:

Together you have to collect the 6 drops of water that are on the playing board in order to add them to the river (center of the board) where the children gather to play together.

Setting up the game:

Cut out:

- The top: add a match or pin to spin it.
- The 6 drops of water (river, well, fountain, water carrier, rain, water pump)
- The cards (4 “turtle” cards, 6 “sun” cards, 6 “rain” cards)

Put the 6 drops of water on the boxes with messages: for example the « fountain » drop is placed on the box with Raphael’s message.

Put the cards in three piles on the board.

You can color the drawings and decorate the board game.

For the playing pieces, you can use small pebbles, buttons, or any other small objects...

Gameplay:

The youngest player starts. (S)he spins the top.

- If it lands on a “drop” triangle (1, 2 or 3), advance by the number of drops indicated in any direction. You can also follow the river path by going through the center of the board.

- If it lands on a “card” triangle, you pick a card corresponding to the drawing.

- When you pick a “turtle” card you can choose one of the following possibilities:

1. answer a question about the story,
2. play or mime,
3. answer one of the game’s questions.

- When you stop on a box with a message (for example Raphael’s box, which contains the “fountain” drop) or when you pick a “turtle” card, you should read the message together.

Then you move the drop (if it is still on the box) into the river.

The game ends when players have added all 6 drops to the river.

The “Drought” game:

Put down a big piece of fabric or newspaper on the floor that simulates the ocean. It should be big enough so that all players can easily stand on it. Children realize that they can all fit comfortably on the surface, there’s enough water for everyone. Then fold the fabric in half and ask the children to stand on it again. They’ll have to stand closer together and some might not fit. The water is getting scarce. Repeat the folding a few more times if possible. What happens? Is there still enough water for everyone? What can the children do? What are the effects of them being much more crowded together?

The “Turtle guide” game:

In the tale, Toad is the only one to be able to find Turtle. He guides the other animals. In this game, players stand in a line. They decide where the river should be in the room. Each player puts his or her hands on the shoulders of the next player. All players are blindfolded except for Turtle, who’s all the way at the back of the line. Turtle guides the others to the

river, by pressing on the shoulders of the player in front to go forward, turn right, or turn left. That player does the same to the player in front of her, etc. The line should get to the river in this way, without talking.

Playing cards and top:

To build the top, cut along the line of the hexagon. Make a small hole at the center and add a small stick or match that will stick out on both sides and spin. The triangle that touches the surface on which it was spun gives the number of spaces to move.

1. It's too hot. In this big Northern American city, the firemen open the fire hydrants for Lisa and her friends to cool down.

You go play in the water. You can spin the top again!

4. The children go to fetch water many times a day because they can't carry too much at a time. When it's raining, the soil is muddy and it's even more difficult to carry.

It's hard work. Skip a turn.

You can choose:

1. In the story "Looking for Turtle," which animal was chased from the pond?

2. Play the "Drought" game. (See explanation above.)

3. Where did Jeanne-Véronique draw her well?

Put your piece onto the message box.

4. The sun is beating down. The dam is dry. There is almost no water left.

You have to go further to get water. Skip a turn.

1. Finally it's raining after months of drought. Pedro and his friends go out in the streets and dance in happiness.

Party time! You can play again!

You can choose:

1. In the story "Looking for Turtle," what animal tells the others that Turtle is not there?

2. Mime various ways of getting water (from the faucet, pump, well, river...)

3. What does Raphael not like to do?

Move your piece onto the message box.

2. There is a drought and water is precious. Patrice teaches Gilain to get water without dirtying it.

You learned something. You can play again!

2. Today it's raining so Ronald helps his mother to collect rain water.

Yay for the rain! You can play again!

You can choose:

1. In the story, why was Turtle afraid when hearing the drums?

2. Mime different ways of carrying water (by hand, on the head...)

3. On what are traditional houses built in Thailand?

Put your piece on the message box.

3. The sun is shining. Ganesh and his friends go swimming in the river.
You play with your friends. What happiness! You can play again!

3. It's been raining the last few days. Franklin gathered rain water and he will be able to work.
Discover his work!
We cheer for each other! You can play again!

5. There is no more water in the village. Alimata has to walk a long time to reach the well.
It takes a long time to get water. Skip a turn.

5. It's raining a lot. The water runs down the slopes and carries away the houses. Francisco and his family have to rebuild theirs.
The work will take a long time. Skip a turn.

You can choose:

1. In the story "Looking for Turtle," what does Turtle find in the bush?
2. Play the "Turtle guide" game. (see explanation above)
3. What does Franklin teach his little brother?

Move your piece onto the message box.

6. The sun is burning the crops. There is a heat wave. The harvest will be bad for John and his family.
You are worried about the future. Skip a turn.

6. So much rain! The water is taking over everything! Sonia's feet are soaking. After the storm, she has to clean her house. Luckily the neighbors came to help.
But this will take time. Skip a turn.