

'Ayiti: The Cost of Life' Digital Game – Activity

(<http://ayiti.globalkids.org/game/>)

Teacher Overview:

Introduction:

Ayiti is a strategy game in which the player takes on the role of a family in rural Haiti (Ayiti in Haitian Creole) consisting of two parents and three children. The player can assign each character different tasks (work, school, farming, etc.) in order to survive for four years. Different situations can arise (hurricanes, bandits, illness) that will make it harder or easier for the player to succeed.



Pre-Game - Minds On:

- Introduce the four aspects of life (education, happiness, health, wealth) and ask the students to think about themselves and which aspect they feel is most important for their lives. For example, you could have the students move to corners of the room depending on which aspect they relate to, then ask each group to prepare three arguments as to why that aspect is the most important. Record good ideas on the board, and let discussion flow as needed.
- Once an end point has been reached, show the 8 minute movie [History of Haiti](http://bit.ly/1yEOiIT) (short URL: <http://bit.ly/1yEOiIT>) (note: this can be substituted for another video that shows either a brief history of Haiti or the 2010 earthquake). After the movie, ask the students to reassess and decide which aspect of life they think would be most important to a Haitian/Haitian family. Discuss if students' thoughts have changed and why.

During the Game:

- Introduce the game. If necessary, the teacher can give a quick introduction to playing the game (e.g. sending characters to work, and accessing the store). However, players should be free to experiment and fail while playing.
- One possibility is that the students can sit in groups of four (one computer per student), with a good mix of chosen aspects. Have the students play through two full years (8 turns), then check in as a group to discuss their progress (see 'Student Activity' attached). Once the group has discussed and made some notes, they can continue and finish the game (students can play through the game one or two more times if you wish).
- Check in once more as a group, and generate new answers to the questions, as well as ideas of what went well and what did not. Throughout, make sure to encourage students to deal with hardship, rather than hitting the reset button on their browser.

Post-Game:

- Bring the class back together as a whole. Ask for a show of hands for some general questions (e.g. Who bought new shoes? A bike? Plumbing? Who had a character get sick? Get educated? Die?). Ask the students for some ideas about why, with everyone starting with exactly the same, some did better, some did worse? What are some of the things that caused negative outcomes?
- From here, the teacher can guide the discussion based on what unit is being introduced. Some examples include: examining negative events and introducing organizations that work to combat them (WHO, Doctors without Borders, UNICEF, etc.); echoes of colonization and how history can have consequences even decades in the future; family studies in balancing competing needs in order to succeed.

Name: _____

Date: _____

Student Activity Sheet – Ayiti: The Cost of Life

Introduction:

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1. Go to <http://ayiti.globalkids.org/game/>. Read the “Help” section and then click “Play”.
2. After finishing **2 years** on your first attempt at the game, answer the following:
 - a) Write down your characters’ health, happiness and education score, as well as the total family wealth:

Family	Jean	Marie	Patrick	Jacqueline	Yves
How much money does the family have?					

- b) Check in with a few of your classmates (or your group members) - who in your group has the most money? The least? What did they do differently?

3. Continue on with your playing and after each attempt at the game, complete the following tables:

Attempt 1 – End Results:

Jean	Marie	Patrick	Jacqueline	Yves

Attempt 2 – End Results:

Jean	Marie	Patrick	Jacqueline	Yves

Attempt 3 – End Results:

Jean	Marie	Patrick	Jacqueline	Yves

4. At the end of playing Ayiti two or three times, answer the following questions:

a) Did anyone in your group go bankrupt? Why? What happened because of it?

b) Did any of your characters die? What killed them? What has this meant for the family?
