

Rose's Journey

This game helps children to think about their lives and how they compare with that of Rose, an eleven-year-old girl from Rwanda. It highlights the benefits that she has seen since Send a Cow helped her family, but also shows that she has had many challenges in her life. The game encourages discussion about the activities in her day and life and helps pupils to think through the links between the items and events.

Before playing the game introduce Rose and Rwanda using the online resources at www.cowfiles.com/tag/rose these include: links to Meet Rose and Rose's Day on Cowforce.com, a Powerpoint about her Saturday, Rose's story and fact sheets about Rwanda. You can introduce the work of Send a Cow using the visual resources online at www.cowfiles.com/send-a-cow-stuff/visual-aids

Ask pupils to: talk about what they do on a Saturday - who they spend it with, what toys they play with, what jobs they do; discuss the similarities and differences of their Saturdays, by comparison to Rose's and think silently about their home, what it looks like (inside and out) who lives there, what toys/pets they have and if they grow anything.

How to use the game sheet:

- Hand out a copy of the game sheet to pupils in pairs (Photocopy to A3 if necessary) and a set of the game boxes for them to cut out.
- In pairs, pupils then discuss whether each item in italics, is positive, negative or both. They then need to match positives with moving forward and rolling again, negatives with moving backwards and things that take time with missing a go (you may not want to give them this help).
- When they have decided on matching the items with outcomes, they can work out what order they need to go in and then check the position of each item on the board. Next, they can stick them on the sheets in the rectangles provided. Pupils can then decorate their game sheet with colour.
- Now the children can play the game using two games pieces and a dice. The game is quite quick and so can be played several times, prompting discussion at each point and encouraging them to reflect on their own lives.

Game boxes to cut out



<i>Her brother, Fidele, looks after her like a daughter</i>	<i>She gets up at 5 am to get ready for the day</i>	<i>She walks a mile each way to collect water</i>	Miss a go	Move back one space	Roll again
<i>Rose's parents died when she was a baby</i>	<i>She cleans out the cow shed to get manure</i>	<i>She has to work on the garden even when she is tired</i>	Roll again	Move forward two spaces	Move forward two spaces
<i>She has to walk two miles to the shops to buy soap</i>	<i>She eats cabbage and onion for lunch and supper</i>	<i>She eats the food she grows in her bag garden</i>	Move back two spaces	Move back one space	Move forward one space
<i>She has a 'tip tap' to wash her hands under</i>	<i>She plays the circle game with her friends</i>	<i>They pass on a female calf to a poor neighbour</i>	Roll again	Move back one space	Move forward two spaces
<i>She has to work hard to look after the animals</i>	<i>She sells milk at the market to get money</i>	<i>The manure helps her vegetables to grow well</i>	Move forward two spaces	Miss a go	The person losing gets a free turn

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START

Greet your partner.
Say, 'Muraho' – hello in
Kinyarwanda.

Do a job!
Tidy up
some paper
from the
classroom
floor.



Rose's Journey

Play the game to understand more about her life.



Keep
healthy!
Eat a
piece of
fruit.

Pass something on!
Lend a pen to a friend
for the rest of the day.

FINISH

