



PROJECT
HONDURAS

A GAME BY
trôcaire

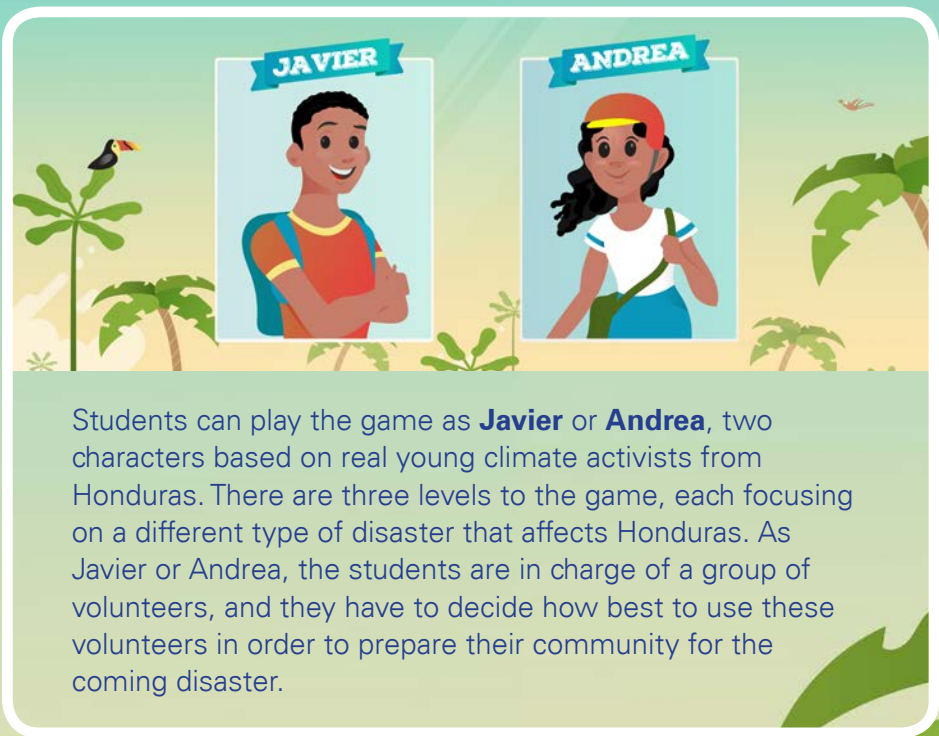


WELCOME TO 'PROJECT HONDURAS', THE FIRST DIGITAL DEVELOPMENT EDUCATION GAME IN IRELAND!



The goal of this award winning game is to show how important it is for communities to work together to combat climate change.

This game is based on Trócaire's experience in Honduras, working with communities who are under threat from the worst effects of climate change; severe flooding, drought, and hurricanes. This guide contains an activity plan for teachers to use **Project Honduras** with students in the classroom. This includes activities to introduce the game, and explore the impact of Climate Change in Honduras, followed by activities to debrief students after they have played the game.



Students can play the game as **Javier** or **Andrea**, two characters based on real young climate activists from Honduras. There are three levels to the game, each focusing on a different type of disaster that affects Honduras. As Javier or Andrea, the students are in charge of a group of volunteers, and they have to decide how best to use these volunteers in order to prepare their community for the coming disaster.

They will receive many requests for help from local people. The students will have to decide which tasks will contribute to the overall Disaster Risk Reduction (DRR) efforts of the volunteers, and which tasks are a waste of resources. Students will receive a score for each level, depending on what tasks they allocate their volunteers to. Depending on the score they will receive one, two or three stars. Two stars will unlock the next level. Enjoy!



PROJECT HONDURAS ACTIVITY PLAN

Resources needed: Laptops/tablets, Internet Access, Projector, Flipchart, Post-it notes

Section 1: Project Honduras

Task 1) Its time to play Project Honduras!

It takes about 15/20 minutes for an individual to play the game through once. We suggest that the class is split up into small groups of 3/4 students, and that each group is given a laptop or tablet with internet access to play the game. They can take turns at playing the different levels, but also help each other with the decisions that need to be made during the game. They will have to achieve at least two stars in each level in order to progress to the next level. The maximum points score for each level is 1000 points. If the students finish all

three levels before the allocated time period has elapsed, they can go back and try to achieve the highest possible scores on each level, which will help to increase their understanding of the tasks that contribute to DRR, and those that do not.

If laptops and tablets are not available, we suggest that the game is played on a whiteboard from one single laptop. Students can take turns at controlling the game play, and the rest of the class can take part by suggesting which tasks to allocate volunteers to on each level. Instructions on how to play the game will pop up automatically at the start of a new game, and can be accessed throughout the duration of the game.

Tip: To encourage students to complete the different levels and achieve the highest score, keep a leader board of top scores, or award a prize for the first group to achieve a score of 1000 points in each level.



Task 2) 10 minutes
What have I learned?

Stick three flipchart sheets to the wall with the following three titles:

- Climate Change
- Honduras
- Disaster Risk Reduction

Give out three post-it's to each student and ask them to write down one thing

they have learned about each of the three headings. After all students have completed the task, group them together into common learnings, and identify 1/2 main points from each to share with the whole class.

If you or your students have any feedback about the game, please send it to stephen.farley@trocaire.org, we would love to hear from you.

Section 2: Climate Change in Honduras

Honduras is one of the countries at the highest risk from the effects of climate change. Floods, droughts and extreme weather events are three of the main threats facing Honduras now and in to the future. Honduras is one of the poorest countries in the world, with a ranking in 2017 of 133 on the UN Human Development Index (HDI), which makes it extremely vulnerable to climate related disasters.

Task 1) Show your students the 'Climate Change and Honduras' video, which explains how climate change affects Honduras, and how Trócaire supports young Hondurans to take action to help their communities. A video transcript is also available on the website. The video is located at trocaire.org/education/climate-change/post-primary

Task 2) Ask the students the following questions based on the video.

- What are some of the main visible effects associated with climate change?
- What is the main effect of climate change that is affecting Honduras?



- What were some of the impacts of Hurricane Mitch in 1998?
- What are some of the DRR measures that Trócaire supports the local communities in Honduras to put in place?
- What prevents families living in precarious locations to move to somewhere safer?
- How does Andrea and Javier help their local community prepare for disasters?
- What tactics are used to teach very young children about what to do in the event of a disaster?
- Give an example of one tactic used by young people in Ireland to campaign about climate change.

TRÓCAIRE GAME CHANGERS



Create a game. Change the world.

Section 3: Trócaire Game Changers

If you and your students have enjoyed playing 'Project Honduras', maybe you would like to design your own game exploring a global justice theme?

Trócaire Game Changers is a competition for young people who want to change the world, and believe games are a way to do this!

Games submitted must focus on a Development Education theme (e.g. climate justice, human rights, SDGs, etc.) and fall under one of the formats at the bottom of the page.

How to enter the Trócaire Game Changers Competition

Step 1: Research different types of games with your students. For examples of games that explore Development Education themes, go to trocaire.org/gamechangers

Step 2: Students create a game to share what they have learned about their chosen Development Education theme. The game can be created by one person, or a small group, or even a whole class.

Step 3: Invite others in your school to play the game(s). Record how many people played and their feedback. Take some photos or even video the gameplay!

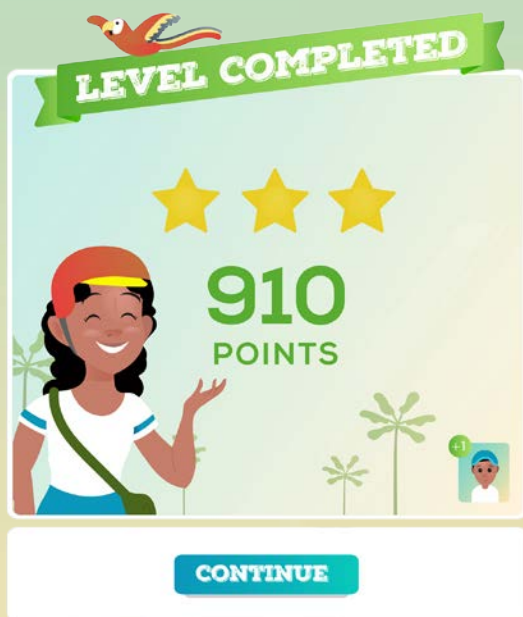


For more information,
including submissions
deadlines, go to
trocaire.org/gamechangers

BOARD GAME | CARD GAME | VIDEO GAME



Trócaire would like to thank **eightytwenty.ie** for the amazing design of Project Honduras, and the staff and students from **Gaelscoil Bharra in Cabra** for allowing us to test the game in their school!



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Irish Aid

An Roinn Gnóthaí Eachtracha agus Trádála
Department of Foreign Affairs and Trade

Trócaire gratefully acknowledges support received from Irish Aid to conduct Development Education and Public Engagement activities in Ireland. The content, approaches and activities outlined in this resource are entirely the responsibility of the author(s) and do not necessarily represent or reflect the policy of Irish Aid.