

Social Protection Juggle

Exploration
#215



Objectives:

- To energise the group
- To introduce the topic of social protection in a simple and accessible way

Number of players: 10-50, recommend groups of no more than 15 people

Time: 10 - 15 minutes

Materials needed: Up to 6 soft and light weight balls (differing in size/material)

Facilitation skill: ★ Easy exercise, gentle, not too daring or adventurous



Relevance for climate resilience

The way people deal and cope with challenges depends on the capacity that they have. When faced with multiple stressors including climate extremes, problems may develop, strain can increase and eventually things break down, i.e. people lose their capacity. Social Protection Juggle is a dynamic exercise that can be used to introduce how social protection systems can support people's capacities to become more climate resilient.



Climate
Centre



Process:

1. *Before you play, check that all the players are comfortable with having something thrown at them. Ask those that are not comfortable with this to move outside the circle and observe the process.*
2. Gather everyone into a circle, yourself included. Explain the context for the game: "Each group is a rural community, and each of us is a subsistence farmer. Our goal is to keep farming and produce enough to feed our families."
3. Throw the first ball to a "community member", announcing that the farming in the community is going well. Participants must keep the ball in motion by continuously throwing it around the circle, not letting it touch the ground or stay in any one participant's hands more than 2 seconds if possible.
4. When someone drops a ball, they reduce their mobility in 3 steps: the 1st time they join their hands together; the 2nd time they place one arm behind their back and the 3rd time they place both arms behind their back and temporarily step out of the game (take a step back).
5. Reset the game. From now on you can introduce new balls (stressors) into the circle, announcing their entrance in advance (e.g. "you are dealing with a flash flood" or "due to the drought there is not enough fodder"). Keep adding balls until the play becomes chaotic, with balls being dropped very often and people losing the use of their hands.
6. Reset the game and introduce a new rule: each time a new stressor is introduced, a social protection system 'gives them a hand' - represented by going one step up (e.g. if you had one hand behind your back, you can now use both hands and join them together).
7. Reset again and ask participants what could further be done to improve the system. Try out one of the suggested improvements, for example establish eye contact before throwing a ball.

Debriefing:

The debriefing is where the shared learning takes place. Example questions:

1. What did you experience in this game?
2. What was it like to receive a helping hand from the social protection system?
3. How does what you have experienced in this game relate to your reality?

Acknowledgement:

This game was developed with support from the United Nations Food and Agriculture Organisation. It is based on a game by "Indigo". Images from the ASSAR project and an IFAD training session in the Gambia.



A range of soft, lightweight balls

