



## A2 ACTIVITIES TO REVEAL HIDDEN ISSUES

# Slides and ladders – helping or harming the environment



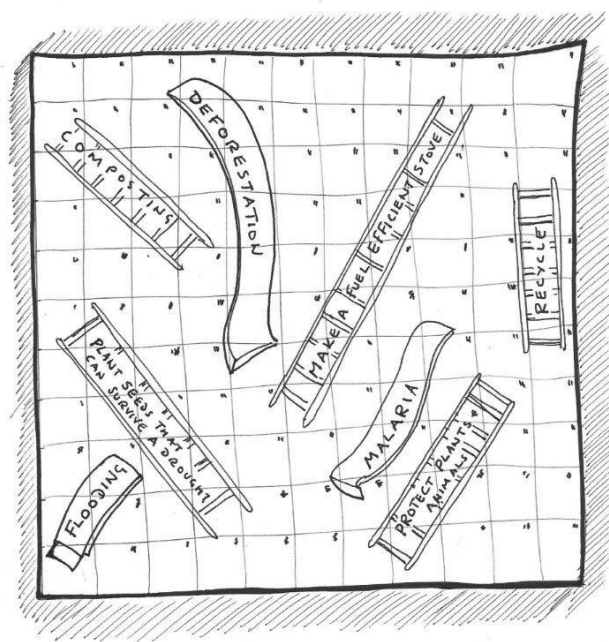
## Why use this activity?

To help start discussions about things that help the environment and things that harm it.



## A brief description

A game for two to six players. The aim is to be the first player to reach square number 100 on a grid. 'Slides' on the grid provide setbacks and make it more difficult to win. 'Ladders' provide assistance and help players reach their goal more quickly. These slides and ladders are used to encourage discussion about things that help the environment and things that harm the environment.



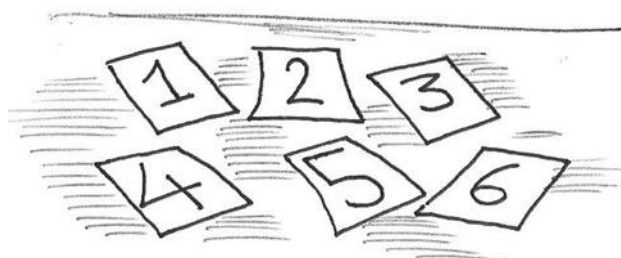
## You will need

- a large piece of paper or card with a ten-by-ten grid drawn on it. Draw on the grid all of the 'slides' and 'ladders' as shown in the picture above. Write some examples of things that you could do to help the environment on the ladders and things that could harm the environment on the slides. There is further guidance in the table at the end of this tool on how to choose your 'slides' and 'ladders'
- six objects to use as counters, for example small stones or large seeds
- six pieces of card or paper, all the same size, with numbers from one to six written on them
- a small bag that you can't see through. Put the six pieces of card or paper into the bag



## Time taken

- 30 minutes to prepare the grid
- 1 hour to play the game and have discussions



Awareness raising

Children &amp; youth

Climate &amp; environment

Conflict &amp; peace-building

Corruption &amp; governance

Disaster risk management

Discrimination &amp; inclusion

Food &amp; livelihoods

Gender &amp; sexual violence

Health &amp; HIV

Influencing decision-makers

Migration &amp; trafficking

Water, sanitation &amp; hygiene



## What to do

The aim of the game is to be the first player to reach the end of the board by moving the counter across the board from square 1 to square 100.

The youngest player goes first. They pick one of the pieces of paper out of the bag. Starting at number 1 on the board, they move their counter through the numbered squares on the board for as many squares as is shown on their piece of paper. So, if they picked a '4', they would move their counter along four squares.

If a player lands at the top of a slide, their counter slides down to the square at the bottom of the slide. They then start from that square on their next turn.

If a player lands on a square that is at the bottom of a ladder, their counter moves to the square at the top of the ladder. They continue from there on their next turn.

Once the youngest person has played, everyone else takes it in turn to pick a number out of the bag and move their counter.

This continues until 20 minutes have passed or someone reaches square 100. They are the winner!

### For discussion:

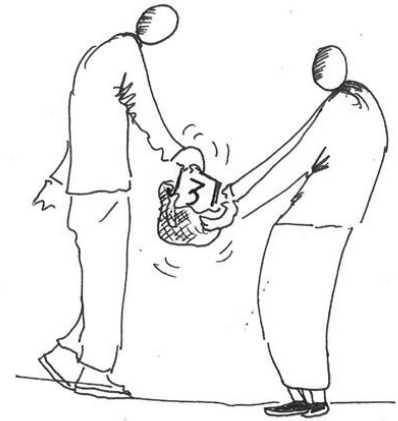
Once the game is finished, discuss the various 'slides' and 'ladders'. This may be the first time that people reflect on, and begin to understand, the impact that their actions can have on the environment. Here are some questions you could use to try to encourage discussion:

- Are these 'slides' and 'ladders' things that you have experienced in your community?
- Which ones affect your family and community the most?
- What other environmental 'slides' and 'ladders' are at work in your community?
- How can some of the 'slides' be prevented and the 'ladders' be encouraged?



### Which 'slides' and 'ladders' to include?

The table on the following page has a list of examples of 'slides' (things that harm) and 'ladders' (things that help) the environment. This game will work best if you choose slides and ladders that are relevant to your community. You can use the examples given, or choose your own ones. Use between six and ten slides, and the same number of ladders.



Awareness raising	Children & youth	Climate & environment	Conflict & peace-building	Corruption & governance	Disaster risk management	Discrimination & inclusion	Food & livelihoods	Gender & sexual violence	Health & HIV	Influencing decision-makers	Migration & trafficking	Water, sanitation & hygiene
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A1 SLIDES AND LADDERS – HELPING OR HARMING THE ENVIRONMENT

Ladders:	Slides:
1 Tree planting	1 Drought
2 Protect plants or animals (if possible name a specific species which is under threat in your area)	2 Deforestation
3 Plant seed which can survive drought	3 Malaria spreads
4 Start a home vegetable garden	4 Water pollution
5 Make an efficient wood stove	5 Flooding
6 Rainwater harvesting	6 Land slide
7 Recycling	7 Soil erosion
8 Composting	8 Animals or plants disappear

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**Finding out more**

- Tearfund (2009) Roots 13 – *Environmental sustainability: responding to changes in the environment and climate*  
[http://tilz.tearfund.org/en/resources/publications/roots/environmental\\_sustainability/](http://tilz.tearfund.org/en/resources/publications/roots/environmental_sustainability/)

**Related tools**

- A1 – Revealing climate change: information for facilitators [A1: Climate & environment-1]
- A1 – Revealing environmental degradation: information for facilitators [A1: Climate & environment-2]
- A2 – Different ways of adapting to climate change [A2: Climate & environment-1]
- A2 – Raising awareness of environmental change [A2: Climate & environment-2]
- A2 – Linking climate change, environmental degradation, food, water and disasters [A2: Climate & environment-4]
- A2 – How is our environment changing? [A2: Climate & environment-5]
- A2 – Mapping our past, present and future environments [A2: Climate & environment-6]
- B – Caring for God’s world (Bible study) [B: Climate & environment-2]
- B – Caring for our environment (Bible study) [B: Climate & environment-3]
- B – Stewardship of the land (Bible study) [B: Climate & environment-4]