

ACTIVITY

A SCHOOL FOR SAYA

Key concepts

- ☒ Interdependence
- ☐ Images and perceptions
- ☐ Social justice
- ☐ Conflicts and their solution
- ☒ Change and future

Objectives

- Encourage empathy for others and develop cooperative attitudes.

Evaluation

- Active listening and participation degree.

Material

- Interactive presentation "A school for Saya", available in the USB flash drive within the educational resources "Going to school with water" and also in www.enredate.org.

What does access to water have to do with access to education? Find out from Saya, a young girl from Niger who wants to go to school more than anything in the world.

Instructions

"A School for Saya" is an interactive storytelling presentation. Although it is designed for digital screens, it can also be used with a conventional projector. The presentation features certain sounds that enhance the experience, but it can also be used without audio. The story moves through the following games:



Facial expressions. As Saya experiences different emotions and moods throughout the story, click on the facial expression that best reflects her feelings at the moment.



Look and find. Saya needs to find the toilets at her school. Click on each door to open it and find out what's inside.



Trace a path. Click on Saya and follow her path from home to school. Be careful not to stray from the path or encounter any of the dangers lurking along the way. Straying from the path will cause a red line to appear, and if you encounter danger, the game will be paused for a few seconds.



Catch the droplets. Each drop represents a small contribution. By joining them together, we can make big changes in the world. Click on each drop and they will come together to build a school.



Colouring. Print and colour the school Saya and her friends go to.

Step-by-step

1. Show the interactive presentation and, together, play the games that come up in the story

2. Print and colour the picture of Saya's school

3. Discuss, in a group, what you would like Saya's school to look like