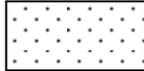


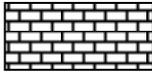
Explanation of the Green and Brown Cards

If you are going to use this game idea in your community you must first write green and brown cards that fit with the problems your community is facing.

Each card details a specific health or nutrition situation that is experienced in the village and which impacts on the villagers' health. When the cards are read aloud while the game is being played. Everyone can hear what it says, think about it and discuss the situation together. These questions can be asked:

- Is this problem something we experience in our village/family?
- If this is happening in our village or family, what can we do to make things better?

The brown cards talk about unhealthy practices that can be commonly found in villages and families. (On the black and white template these are signified by )

The green cards present good health and nutrition practices which may need to be emphasised and followed in the village and families of the players. (On the black and white template these are signified by )

These questions can be asked when these cards are read:

- Can we implement or adopt these practices in our village and families?
- How will this help us to be healthy and to not get sick?

Examples of Card Information

Brown cards

You didn't hold the bushknife (machete) correctly and now you have a cut hand.

Go back 1 space

You were working in the sago swamp and you were spiked by a sago palm spike. You didn't remove it and clean it well and it's now infected.

Go back 2 spaces

You disposed of some tins by throwing them anywhere and now a small child has had their finger cut on that tin.

Go back 2 spaces

Green cards

You eat plenty of good food. Green vegetables help to protect the body from sickness.

Go forward 2 spaces

You dispose of rubbish in a hole and when the hole's full you burn it.

Go forward 1 space

You have a sore and you clean it well twice a day and cover it with a clean bandage. That sore is drying up well.

Go forward 3 spaces