

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 tells a short story about a problem or disease currently experienced in the garden or with the animals in the village. When the cards are read aloud while the game is being played, everyone can hear the story, think about it and discuss together that situation. These questions can be asked:

- Is this problem something we experience with our gardens or animals?
- If this problem or sickness is being experienced, how can we solve this problem or prevent it from happening?

The brown cards talk about the ineffective or incorrect ways that those problems or animal sicknesses are dealt with in the village. They may be ideas that have been passed down from one generation to another and that are not solving the problems.

The green cards contain advice to help solve or prevent the problems and sicknesses experienced in gardens or with animals. This advice comes from agricultural experts or people who have experienced these things and have come up with or discovered good solutions to these problems. The players and onlookers can think about and discuss the information on the green cards by asking these questions:

- Can we implement or adopt these practices in our gardens or with our animals?
- How will this help us in our gardens or with our animals?

Examples of Card Information

Brown cards

In your garden the taro isn't growing well. First, holes appear on the leaves then all the leaves go black and die. So you take pieces of the sick taro and plant them in a new garden. What happens then is the sickness develops again in the new garden. What is it you're doing that causes this sickness to appear in the new garden?

Go back 3 spaces

All your banana gardens are not growing well. There's a sickness that has appeared on many of the banana trees so that they don't bear fruit well. You have been getting starters from the sick bananas and planting them in a new garden. They start growing well but then they all end up with this sickness too. Now you don't get many bananas. What is it you're doing that causes this kind of sickness to appear in the new garden?

Go back 3 spaces

Green cards

In your garden the taro isn't growing well. First holes appear on the leaves then all the leaves go black and die. When you make a new garden you don't take pieces from that taro that has the sickness. No. You check all the leaves of the taro in the garden. If there's a taro plant that is growing well and doesn't have that sickness, you take a piece of this good taro plant and plant it in the new garden. Then the new garden grows well. What is it you are doing that prevents the new garden being infected by that sickness?

Go forward 3 spaces

In your garden the sweet potato isn't growing well. All the leaves and the crop are small and the colour of the leaves isn't good either. So, when you remove the sweet potato you plant beans to provide the ground with nutrients. After a year you plant sweet potato in that section of the garden again. What is it you're doing that helps the garden grow well?

Go ahead 2 spaces