

'40-in-One' Games Module for Children in Conflict

The '40 in One Games' focusses on providing **play-based learning** to children in contexts with **no resources (including no paper/pencil), minimal to no facilitation support, and no technology** to provide productive engagement. By compressing **40 games into a single sheet of paper**, we are hoping to **minimize printing/distribution-related costs** while also delivering high-quality game-based learning experiences.

The games are curated and adapted from [Education Above All's](#) award winning Innovation Development Directorate's award-winning [Internet-Free Education Resource Bank](#) along with traditional childhood favourites.

Game Design

- **Holistic:** The engaging and fun games cover a wide range of topics in **Literacy, Numeracy, Socio-Emotional Skills, General Knowledge, and critical thinking**. The games include aspects of team-work, reflection, physical activity and the arts making them diverse and appealing to different preferences.
- **Duration:** Each game is designed to last approximately 15 minutes.
- **Minimal Materials:** Games require easily accessible materials sticks, small stones, etc., or are purely verbal/mental.
- **Age-Appropriate:** Suitable for a wide age range (7 to 13 years), with games categorized into two levels: Level 1 (7 to 10 years) and Level 2 (11 to 13 years).
- **Multiple Languages:** Available currently in Arabic and English
- **One-Page Facilitator Guide:** Basic guiding note for facilitators
- **Available Cost-Free and Open-Access online:** Licenced under Creative Commons license with attribution as a digital version on the IFERB website

How Do Games Help For Children in Crisis?

The Committee on the Rights of the Child has expressed a deep concern, that in situations of conflict or disaster children's right to play is often given lower priority than the provision of food, shelter, and medicines. This is even though play is known to be crucial to children's well-being, development, health, and survival in these circumstances. The International Play Association stresses that in these situations, playing:¹

- has a significant therapeutic and rehabilitative role in helping children recover a sense of normality and joy after their experience of loss, dislocation, and trauma
- helps children who have experienced bereavement, violence, abuse, or exploitation, to overcome emotional pain and regain control over their lives
- can restore a sense of identity, help them make meaning of what has happened to them, and enable them to experience fun and enjoyment

¹ Chatterjee, S. (2018). Children's Coping, Adaptation and Resilience through Play in Situations of Crisis. *Children, Youth and Environments*, 28(2), 119. <https://doi.org/10.7721/chilyoutenvi.28.2.0119>