

Tips for using *Eliminate – child labour*

Introduction

Eliminate – child labour is a simulation based on real-life situations that occur in communities where child labour exists. It is an ideal education tool to stimulate interest in the contemporary issue of child labour. Alternatively it can be used as an end of unit reward. Essential skills such as problem-solving, information processing, social, cooperative and competitive skills, can all be taught and developed throughout the *Eliminate – child labour* experience. Players are motivated to make effective decisions by a placement in the Hall of Fame.

How does *Eliminate – child labour* work?

The player assumes the role of a social worker, with a caseload of eight children. Their goal is to eliminate child labour. The player has the option of reading the social worker tips to learn how the game operates and what is expected. A bonus credit is awarded for completing this. A community map helps the player visualise their community and meet their eight children. A *Child labour handbook* and *Glossary* aid player decision-making. *Case notes* background each child's situation. The player must order their caseload before they can begin to take action – one child at a time. If the decisions a player makes for a child's case achieves a positive outcome then a credit is awarded. These credits determine a player's placement in the Hall of Fame – four credits earn bronze, six credits earn silver and eight credits earn gold.

A player may exit the game at any point. The player's game can then be continued any time from where it was left by logging in as a 'continuing player'. This gives the classroom teacher lots of flexibility and options for how to use *Eliminate – child labour* with their students.

Once a player has completed a game it is possible to register again as a new player under a different name. This provides the opportunity to use new knowledge and understanding about child labour to aim for a better placement in the Hall of Fame.

Eliminate – child labour can be played by individuals, pairs or groups. To increase the skills learnt through this experience, or if computer access is limited, pairs or groups are recommended.

Other resources on child labour

Eliminate – child labour is complemented by the *Born to be Free Connection* website www.worldvision.org.nz/borntobefree and resource set. These have been developed based on the Resources and Economic Activities strand for Level 1 – 6 of *Social Studies in the New Zealand in the New Zealand Curriculum*. To view or order resources go to www.worldvision.org.nz/catalogue



Feedback on *Eliminate – child labour* is welcome at education.nz@worldvision.org.nz

To play *Eliminate* – child labour

Step 1 – Open the game

Open *Eliminate* – child labour at www.worldvision.org.nz/eliminatechildlabour

Step 2 – Register as a new player

A new player must provide:

- ▶ A unique and appropriate Screen name with at least four characters
Note: Screen names are used in the Hall of Fame – inappropriate names will be deleted by the game administrator
- ▶ A password that is different to the Screen name with at least four characters
- ▶ A password reminder with at least four characters

Step 3 – Prepare to play

To understand the issue of child labour and prepare for the task ahead, read the social worker tips, explore the community map, browse the *Child labour handbook* or check out the *Glossary*.

Step 4 – Order the caseload

Before action can take place the caseload must first be ordered. This is done by: going to the workstation, reading the case notes to decide order of urgency then ordering the caseload. A player can return to re-order the caseload at the end of each case. The order of cases does have an impact on possible outcomes.

Step 5 – Take action

Any time 'take action' is selected the next case in the caseload begins. A case is made up of a series of decisions. Glossary words are hyperlinks for easy access to their meaning.

Step 6 – Results and reflection

At the end of each case the outcome of the player's decisions is described, including whether a credit was awarded or placement in the Hall of Fame was achieved. Players should reflect on each case and consider re-ordering their remaining cases. Outcomes that change a child's situation activate changes on the community map. It's worth another visit.

Step 7 – Exit the game

After all eight cases are completed the task is done. Before exiting the game a player should visit the community map to see the impact they have made and check their placement in the Hall of Fame. Two options are presented: playing again or visiting the *Born to be Free Connection* to read real-life child labourer stories. Remember, a player can exit a game before it is complete, and return later to continue from where they left off by logging in with the same Screen name and password.