2 / Mapping the Context

Exploring Your Neighbourhood

An interactive game of exploration where children mark relevant spaces in their neighbourhood and discuss their characteristics.

Goal: To understand how children feel in different spaces in their neighbourhood.

Audience: Children 5 - 12 years old.



- Cardboard box for the dice or plain paper for the origami
- Colouring pencils and markers
- Coloured card for flags or balloons as markers
- Masking tape, glue, pins
- Stapler
- · Sticks or kebab skewers

Community





This tool requires children to take all of the facilitators and participants around the neighbourhood finding places that answer the questions asked.

In a game style, children role a dice and anwer questions with locations in their neighbourhood. Questions can, for example, focus on favourite or least favourite places, areas to play in or to be wary of.

Flags or balloons are used to mark these locations. Different colours or symbols on flags or balloons refer to different answers. The answers should be recorded along with notes during the run, e.g. descriptions of the location and what it means to them etc.

Instructions:

Step 1: Prepare the game tools.

Step 2: Introduce the activity to the children in groups of a manageable size - no more than 8.

Step 3: Start the game, provide children with flags that relate to their question.

Step 4: Record and analyse the information, during the 'run' and the participants' final answers.

Step 5: The game can be fast paced and may require facilitators to return back to the locations. Facilitators must collect the flags from their locations. This may be an opportunity to record more information about children's choices in locations.

Notes for facilitators:

Preparing the game in the community can help with getting attention from the children and encourages them to participate. Ensure the groups are of similar ages if they are in teams. Readily available questions about the children's location can help learn more about what it means to them. Be sure to cover all of the questions and rotate them among the participants.