

MODULE 9

“Who wants to be a protectionaire?” game on the assessment matrices of participating countries

Duration: 1.5 hours

Prerequisites: Modules 2, 4, 6



Key questions:

1. What is the social protection situation in participating countries at this course?
2. What are the main existing policies, programmes and schemes, gaps and issues, and recommendations for improvement?



Objectives:

This module is designed to test participants' knowledge of social protection systems in participating countries. It also allows them to earn additional budget money which they can use to design and advocate social protection provisions in Coresia during the case study sessions.



Overview:

All participants are provided with blank assessment matrices along with the invitation to the training course. The participants from a particular country are asked to fill the matrix according to their understanding of the social security system in the country. Each country has to submit one completed matrix to the organizers before the start of the training course. Organizers can check the information and complete the matrices if needed.

At the end of module 8, the country assessment matrices are distributed among participants so that they may learn about the social security systems in another country. Participants are divided into the same six groups as during “Jeopardy” and the case study session. Each group is given 1-2 country matrices to read and prepare a game scheduled for the next morning. The organizers should ensure that the groups are formed in such a way that no one receives the matrix of their own country. The participants are asked to study the country matrices in the evening.

During the game, participants are asked questions designed to test their knowledge of the assessment matrices filled by the participating countries, i.e. the existing policies and programmes, policy and implementation gaps identified in the countries, and suitable recommendations. Ideally this session should be organized on the next day to give participants a chance to study the country matrices carefully.

The organizers may design the questions around existing policies and schemes, regulatory frameworks, government objectives, status of achieving the SPF in the country, or financing of schemes. The questions may also deal with population groups targeted by the schemes, benefit levels and criteria for availing them, actual coverage of target groups, policy and implementation gaps, recommendations to complete the SPF, and so on.

Each of the six groups is asked four questions. The group members discuss among themselves and give an answer within 45 seconds. In case a group requires help with a question, they can avail one of two lifelines: “50-50” or “ask the country”. Further details are in the instruction sheet.

Each group starts playing the game with no points. Points are added or deducted for correct and wrong answers, respectively. At the end of the game, the points for each group are calculated. This is converted to budget money. The money is allotted to groups for designing and implementing social protection scenarios in later modules. The budget for all the teams is recorded in the Budget table and pinned up on a board for future reference.



Takeaway message:

Similar to *Jeopardy*, this session helps participants gain an understanding of where neighbouring countries stand with regards to implementing a comprehensive social protection system. The groups may be further encouraged to win more money to add to their budget.



textbook



e-box

Resources:

	Master module 9 – Who wants to be a protectionaire?		
	Blank assessment matrix to be filled by countries		
	Assessment matrices filled by participating countries		
	Presentation – Who wants to be a protectionaire?		
	Instruction sheet – How to play “Who wants to be a protectionaire?” and the points conversion table		
	Budget table		
	Video of the game		

e-box available at: <http://www.social-protection.org/gimi/pages/abnd/>