

MODULE 5

“Jeopardy” game on social protection systems in Asia

Duration: 1.5 hours

Prerequisites: Modules 2, 4



Key questions:

1. What is the social protection situation in countries of Asia and the Pacific region?
2. What are existing social protection policies, programmes, schemes, gaps, and issues?



Objectives:

This module is designed to test participants' knowledge of social protection systems in Asia and the Pacific countries. It also allows them to earn budget money in order to design a social protection system in Coresia during the case study sessions.



Overview:

A game named *Jeopardy* is organized. The participants are divided into six groups, with each group containing a mix of participants from different countries and organizations. Each group represents one of six social security guarantees, namely health care, children, working age, elderly, maternity, and HIV. It is desirable to have not more than eight people per group. Depending to the number of participants, additional groups may be created for guarantees such as disability and migrants. If there are fewer participants, maternity and HIV may be included under “health care”. For six groups, a total of 24 questions are asked during the game with four questions directed to each group.

The questions are designed around the social protection systems in the participating countries. This enables people to gain a better understanding of social protection development in the region. The questions deal with health and social protection systems, benefits and transfers, status of achieving the SPF in a country, national strategies and objectives, social and health expenditures of governments, stakeholder involvement, design and implementation gaps, policy recommendations, cross-cutting issues, monitoring and evaluation frameworks and indicators, coverage figures, portability of benefits, notable achievements and initiatives in countries, and so on.

Each group starts playing the game with no points. Points are added or deducted for each correct answer and wrong answer, 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. The teams are given an opportunity to win more budget money in Module 9 when they play a game called “*Who wants to be a Protectionaire?*”

The questions are recorded in the presentation on *Jeopardy*. The game has four rounds and a time limit of 45 seconds for each question. Special questions such as Joker (full points but no question) and Jackpot (bonus points for answering the question correctly) are also present. The game's instruction sheet gives further game details.



Takeaway message:

Jeopardy helps participants to start thinking about social protection policies, programmes, challenges as well as the situation in various countries of Asia and the Pacific region. Groups are encouraged to play with a healthy competitive spirit in order to win budget for designing their social protection systems.













textbook



e-box

Resources:

	Master module 5 – Jeopardy		
	Presentation – Jeopardy		
	Instruction sheet – How to play “Jeopardy” and the points conversion table		
	Budget table		
	Video of the game		

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