

FOODFORCE

DPPS School Visit

A Detailed Research Methodology

Deepank

5/8/2009

Contents

Study Guidelines	3
Questionnaire	3
Answers	4
Inferences	5

Study Guidelines

To analyze the impact of FOODFORCE on children we did comparative studies of children, who had played the game and ones who didn't. To collect this comparable data we went to different schools to demonstrate and get feedback from children and teachers. FoodForce2 is meant for children of age group 9 to 14 years. So we focused our testing on the students of class 8th and 9th. All the students were divided into three groups A, B and C.

Group A students played FOODFORCE. It was observed that they were actively engaged in quick and varied activity. Students also shared tips and trading skills while gaming.

Group B students were given a lecture about the urban issues. They absorbed this information in a routine passive manner. They regurgitated this knowledge on pencil and paper tests rather than applying it in any dynamic context.

Group C students were given the books to read and understand about urban issues. Group C students learned at rather slow pace in comparison to the students of other two groups. They were given very little freedom to manage the content and pacing of their learning. It was observed that these students performed in isolation and couldn't use one another as resources.

In the end of this innovative learning session each and every student was given a Questionnaire that he had to fill based upon the knowledge that he had received in his respective group. We tried to prepare Questionnaire based upon cognizance and logical reasoning.

Questions based upon logical reasoning were for testing the ability of children to engage them in reasoning about various things learned in game play like trading, collaboration etc. Questions based upon cognizance were for testing the ability of children to perceive, or to be conscious of events, objects or patterns and cognitive reaction to a condition or event.

Questionnaire

Following are multiple choice questions in which one of the three options given is the most apt-answer to the question. Please tick the correct option.

Q.1: What is the basic necessity for people of a village to live.

a) Shelter, Food and Water	b) Clothes and Money	c) Food, Education and Medicine
----------------------------	----------------------	---------------------------------

Q.2: What does a school require to run?

a) Books	b) Rice, Beans, Vegetable and Fruit	c) Computers
----------	-------------------------------------	--------------

Q.3 : What all things will you grow in your farms to provide enough nutrition to the people in your village?

a) Wheat and Rice	b) Money	c) Pizza and Maggi
-------------------	----------	--------------------

Following are short answer questions. Answer them in one word or a sentence. These may require some rough work, please do the rough work at the empty space on the next page designated for the same.

Q. 4: How do you ensure that your villagers get water?

Ans:

Q.5: How does WFP help people around the world?

Ans:

Q.6: Suppose you want to buy books for your school and each book costs Rs 10. How much will it cost you to buy 10 books?

Ans:

Q.7: What is the role of a workshop in the village. Explain in a single sentence or a phrase.

Ans:

Q.8 : You have the following resources at hand and you want to buy 100 books for your village. What will you do to buy these books.

Money you have: Rs. 100

Resource	Quantity with you	Buying Price (in Rs)	Selling price (in Rs)
Books	0	10	10
Building Material	500	10	5
Rice	20	10	20
Medicine	50	20	10

Ans:

Q.9: How does better technology help a village?

Ans:

Q.10: What will you look at to know that a village is prospering?

Ans:

Space for rough work

Answers

1. A
2. A
3. A
4. By building enough wells to harness the ground water for the dry seasons.
5. WFP helps villages all around the world by giving them food rations in times of crisis. Also they have started many programs like “Food for Work” in the past.
6. 100
7. Workshop helps in employing people to produce tools and other finished goods which can be sold in the market.
8. Sell 200 Building material to buy 100 books.
9. Better technology makes the village more efficient and the facilities provide better outputs.

10. I will look if the people are housed, provided enough and good nutritional food, educated, employed and are healthy.

Inferences

From our study, we have found out that an educational platform like Foodforce2 is a better way of sensitizing children towards the social problems and in the process teaching them about certain things. The best kind of learning is obtained only from doing things rather than reading or hearing about it.