

# Centre for Affordable Water and Sanitation Technology (CAWST)

## *Tikho's Story Three Pile Sorting*





## Tikho's Story Three Pile Sorting

This activity assesses youth's understanding of water, hygiene and sanitation practices. It is an interactive activity to encourage discussion about situations occurring in Africa. The activity is best done after discussing challenges that exist in this context or viewing the Tikho's Story Presentation, which can be downloaded at:

[www.cawst.org/wavemakers](http://www.cawst.org/wavemakers)

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### Why Use It?

This tool allows youth to:



1. Discuss common water, hygiene and sanitation practices within the context of good and bad impacts on health.
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### Materials



- 20 cards with scenes
- Good, Bad, In-Between Title Cards (1 of each)

These materials are for one set of cards. Depending on the group size you may want to have multiple sets. We recommend a maximum of 5 people per group.

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### Preparation



- Print and cut individual cards
  - Optional: Laminate cards
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### How to Play



1. Show the youth a card and explain that each one has a different scene that shows water and sanitation practices.
2. Explain that **the object of the activity is to sort the cards into three piles - good, bad and in-between.**
  - **Good** – Cards that they think show activities that are good for health.
  - **Bad** – Cards that they think show activities that are bad for health.
  - **In-between** – Cards that they think show activities that are neither good nor bad for health or that they are not sure about.
3. Divide the youth into small groups of 4-5 people. The number in each group will depend on how many youth there are and how many card sets you have.
4. When the groups have made their piles, lead a discussion about each card. Let all groups share where they categorized each card and why. Encourage discussion and let groups respond to questions raised by the other groups.

## Tikho's Story Three Pile Sorting



During this discussion remind the youth that there are no right answers. The purpose of this game is to encourage discussion and reflection about local water and sanitation activities and their effects on health and the environment.

5. Ask the youth to discuss the common behaviours in their community, and then to consider whether these behaviours are similar to any practices identified in the cards.
  6. At this stage or at a later session the group may discuss ways of eliminating the bad practices it has identified in its community. Encourage this discussion and have the group keep a record of suggestions made.
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### Facilitator Notes

- Don't prompt or direct the choices of the group by giving information. If people ask you specific questions, redirect the questions back to the group for a response. If the group is unable to interpret any one drawing, suggest that it is set aside.



NA/Africa 3PS-01



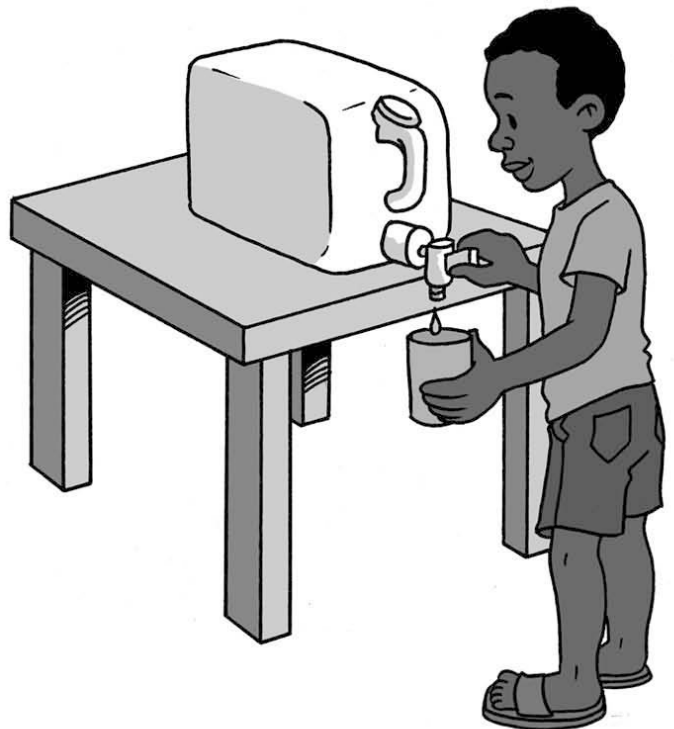
NA/Africa 3PS-02



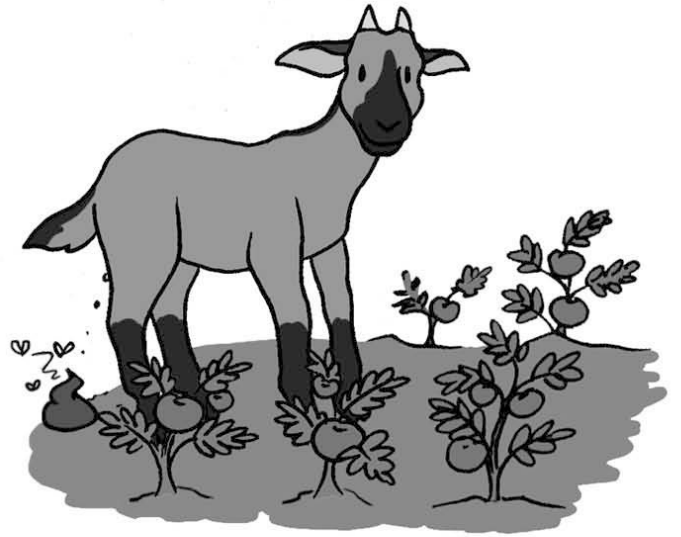
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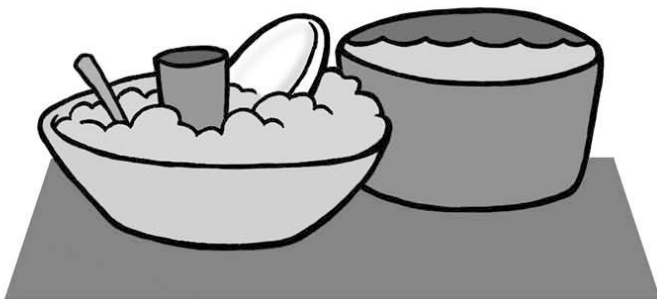
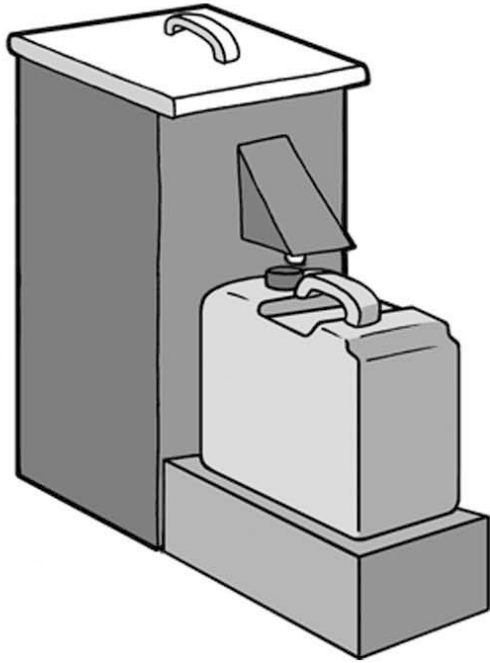
NA/Africa 3PS-04











## Action Colouring Page

This tool is a fun way to introduce children to different actions that they can take on issues related to water and sanitation. It is best used after discussing an issue of specific concern.

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### Why Use It?

This tool allows youth to:



1. Discuss possible actions that will address water and sanitation issues.

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### Materials



- Action Colouring Page (1 per participant)

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### Preparation



- Download and print the Action Colouring Page at: [www.cawst.org/wavemakers](http://www.cawst.org/wavemakers)

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### How to Facilitate

1. Hand out the Action Colouring Page.
2. Explain that there are different types of actions that we can take to address the water and sanitation issue that the group has decided to focus on.
3. Ask the youth to suggest some of the actions based on the pictures in the colouring page.



Explain that each picture represents a different type of action:

- Lifestyle changes – *Washing your hands*
  - Educate and inform – *Teaching others using stories, drama, video, art etc.*
  - Consumer Action – *Buying a reusable water bottle instead of a disposable plastic bottle.*
  - Hands-on – *Doing a stream clean-up, building a rain garden.*
  - Organize and Influence – *Bringing the community together to work on the issues of water and sanitation. Creating a water club. Writing a letter to a local politician.*
  - Global Cooperation – *Exchanging information or resources. Having a pen pal in another country to share information. Fundraising for a project overseas.*
4. Ask the youth to colour their page and think about actions they can take to address problems in water or sanitation.

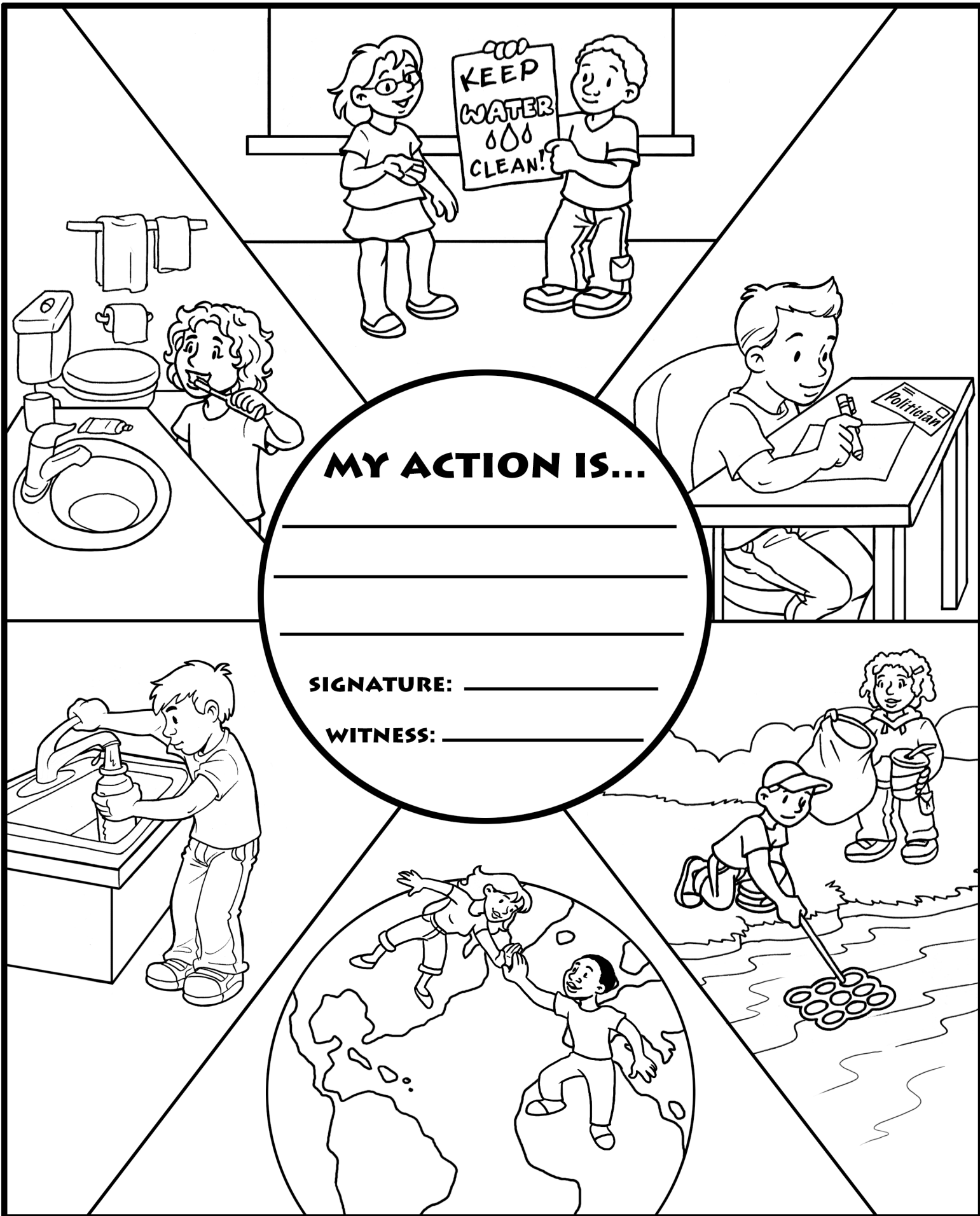
## Action Colouring Page

5. Ask the youth to write the action they will take on the pledge form in the centre of the colouring page.
6. Encourage the youth to take home their Action Colouring Page and share it with their family.

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### Facilitator Notes

- The Action Colouring Page works well as a final review for the Tikho's Story lesson plan which can be found at [www.cawst.org/wavemakers](http://www.cawst.org/wavemakers).



KEEP  
WATER  
CLEAN!

**MY ACTION IS...**

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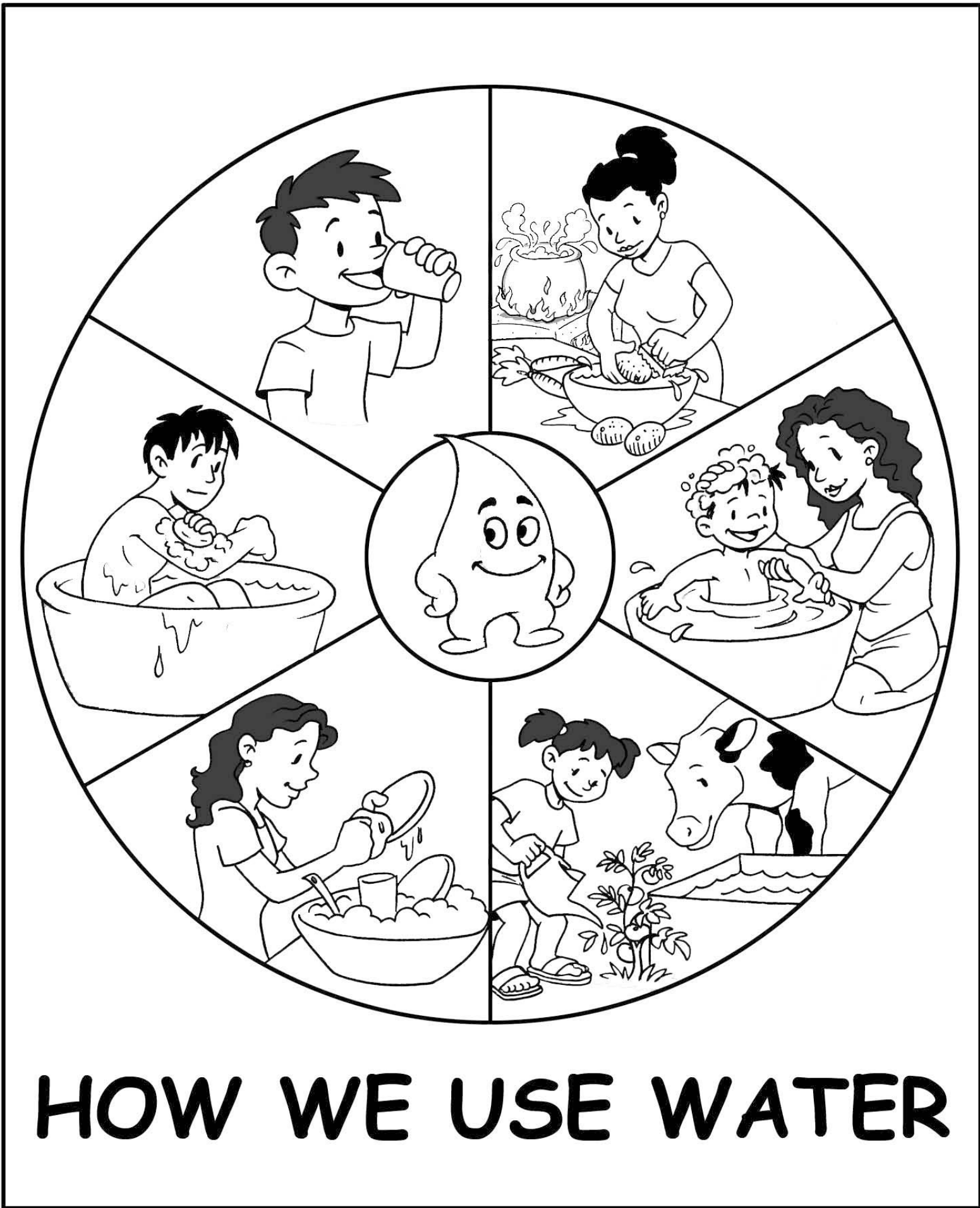
**SIGNATURE:** \_\_\_\_\_

**WITNESS:** \_\_\_\_\_





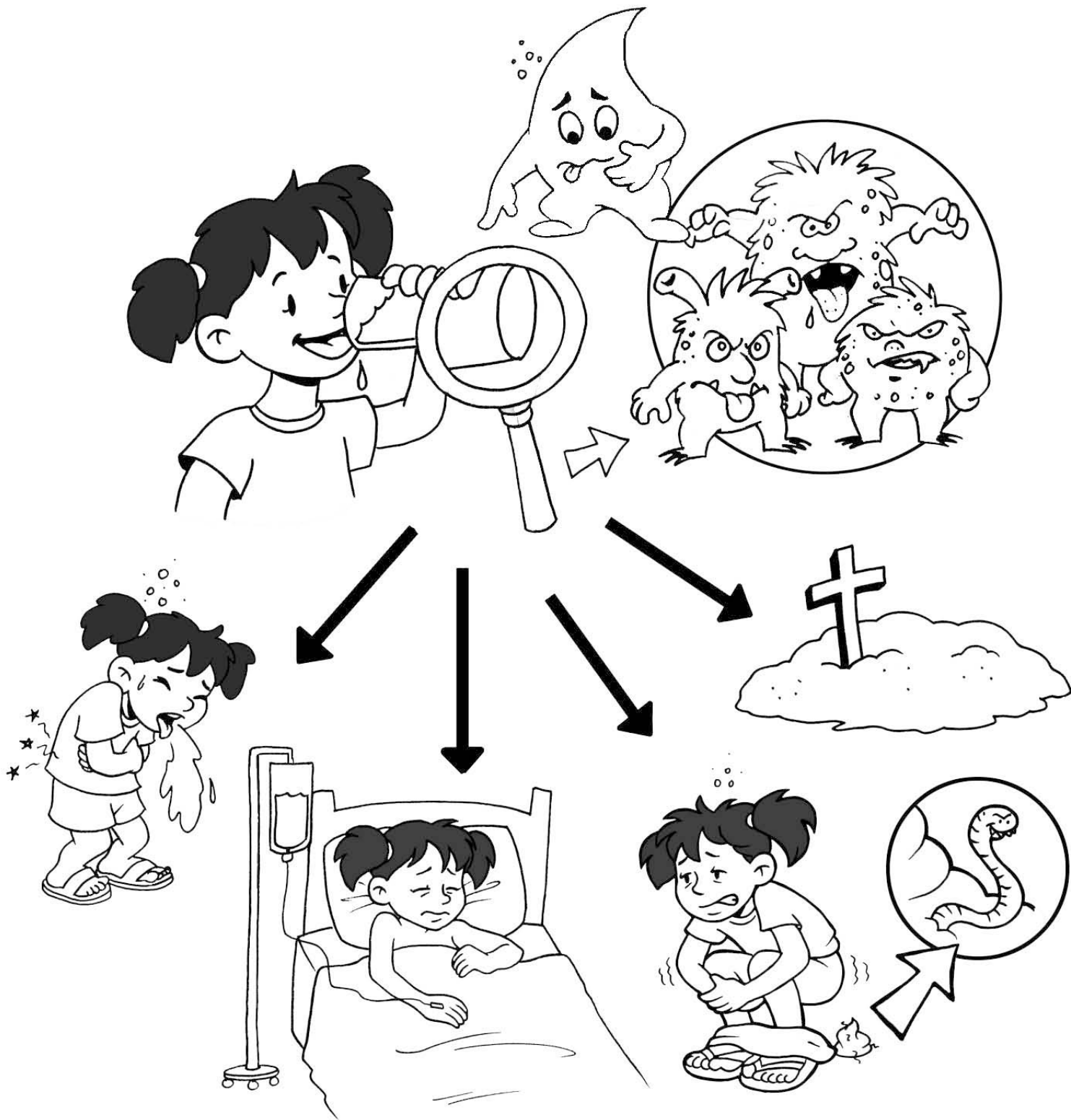
# WATER CYCLE AND SOURCES



# HOW WE USE WATER



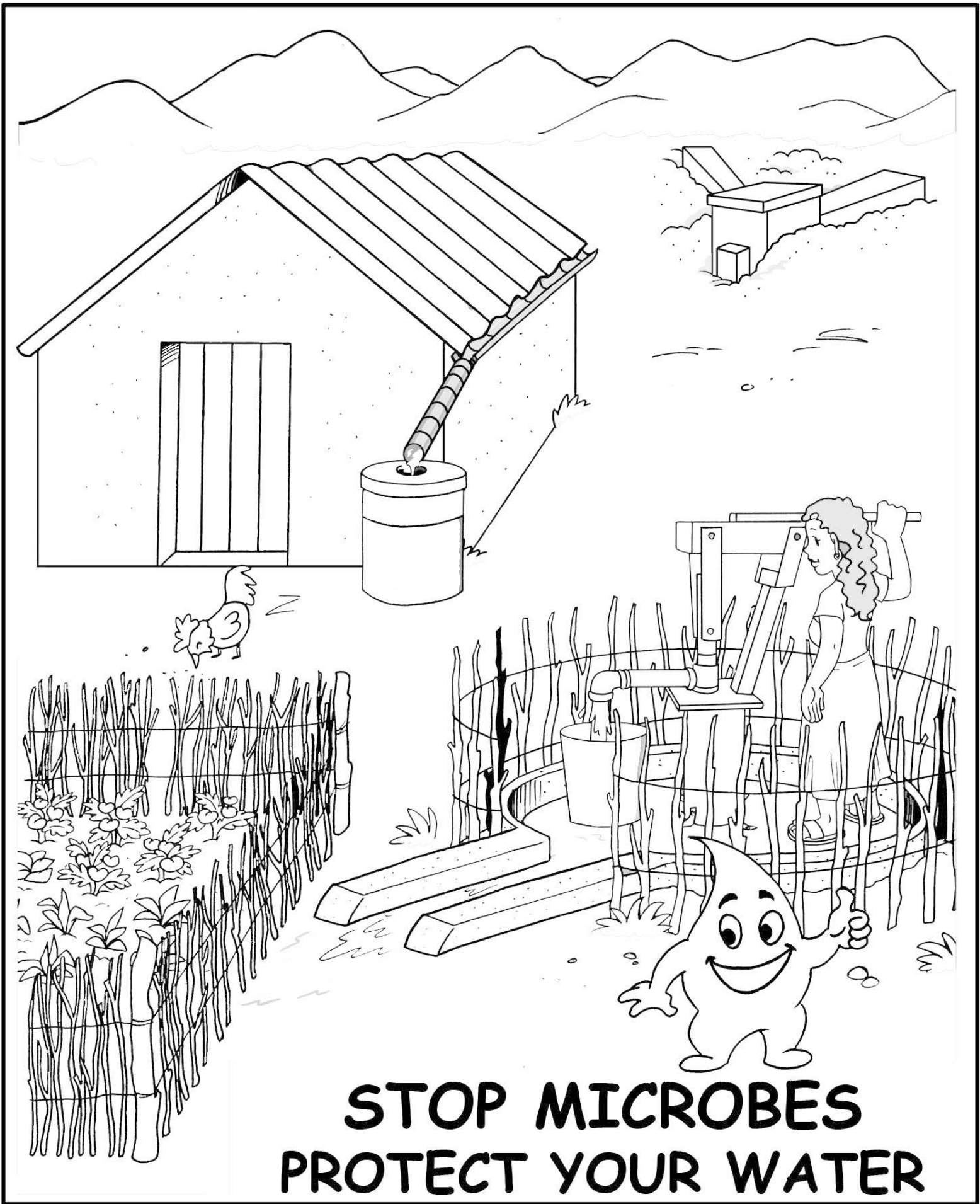




**CONTAMINATED WATER  
CONTAINS MICROBES  
THAT MAKE US SICK**



**STOP MICROBES  
WASH YOUR HANDS**



**STOP MICROBES  
PROTECT YOUR WATER**

## North America Three Pile Sorting

This activity assesses people's understanding of water, hygiene and sanitation practices and the impact these actions can have on health and the environment. It is an interactive activity to encourage discussion about local practices.

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### Why Use It?

This tool allows youth to:



1. Discuss common water, hygiene and sanitation practices within the context of good and bad impacts on health and the environment.

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### Materials



- 12 cards with scenes
- Good, Bad, In-Between Title Cards (1 of each)

These materials are for one set of cards. Depending on the group size you may want to have multiple sets. We recommend a maximum of 5 people per group.

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### Preparation



- Print and cut individual cards
- Optional: Laminate cards

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### How to Play



1. Show the youth a card and explain that each one has a different scene that shows water and sanitation practices.
2. Explain that **the object of the game is to sort the cards into three piles - good, bad and in-between.**
  - **Good** – Cards that they think show activities that are good for health and/or the environment
  - **Bad** – Cards that they think show activities that are bad for health and/or the environment
  - **In-between** – Cards that they think show activities that are neither good nor bad for health and/or the environment or cards they are not sure about.
3. Divide the youth into small groups of 4-5 people. The number in each group will depend on how many youth there are and how many card sets you have.
4. When the groups have made their piles, lead a discussion about each card. Let all groups share where they categorized each card and why. Encourage discussion and let groups respond to questions raised by the other groups.

## North America Three Pile Sorting



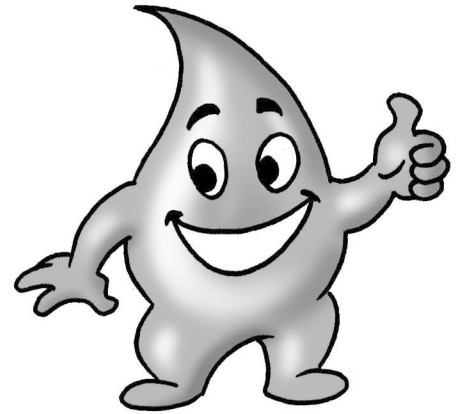
During this discussion remind the youth that there are no right answers. The purpose of this game is to encourage discussion and reflection about local water and sanitation activities and their effects on health and the environment.

5. Ask the youth to discuss the common behaviours in their community, and then to consider whether these behaviours are similar to any practices identified in the cards.
  6. At this stage or at a later session the group may discuss ways of eliminating the bad practices it has identified in its community. Encourage this discussion and have the group keep a record of suggestions made.
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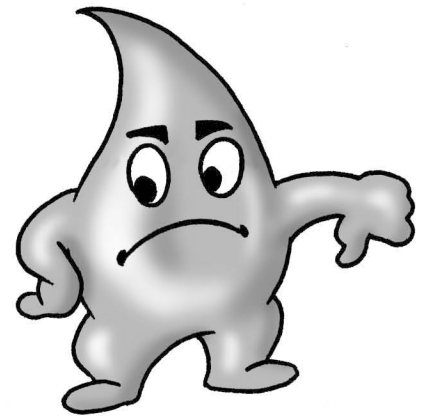
### Facilitator Notes

- Don't prompt or direct the choices of the group by giving information. If people ask you specific questions, redirect the questions back to the group for a response. If the group is unable to interpret any one drawing, suggest that it is set aside.

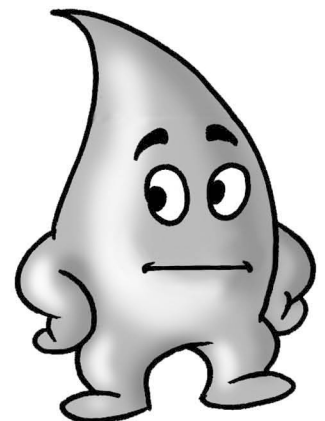
**GOOD**



**BAD**



**IN-BETWEEN**





NA 3PS #1



NA 3PS #2



NA 3PS #3



NA 3PS #4





NA 3PS #5



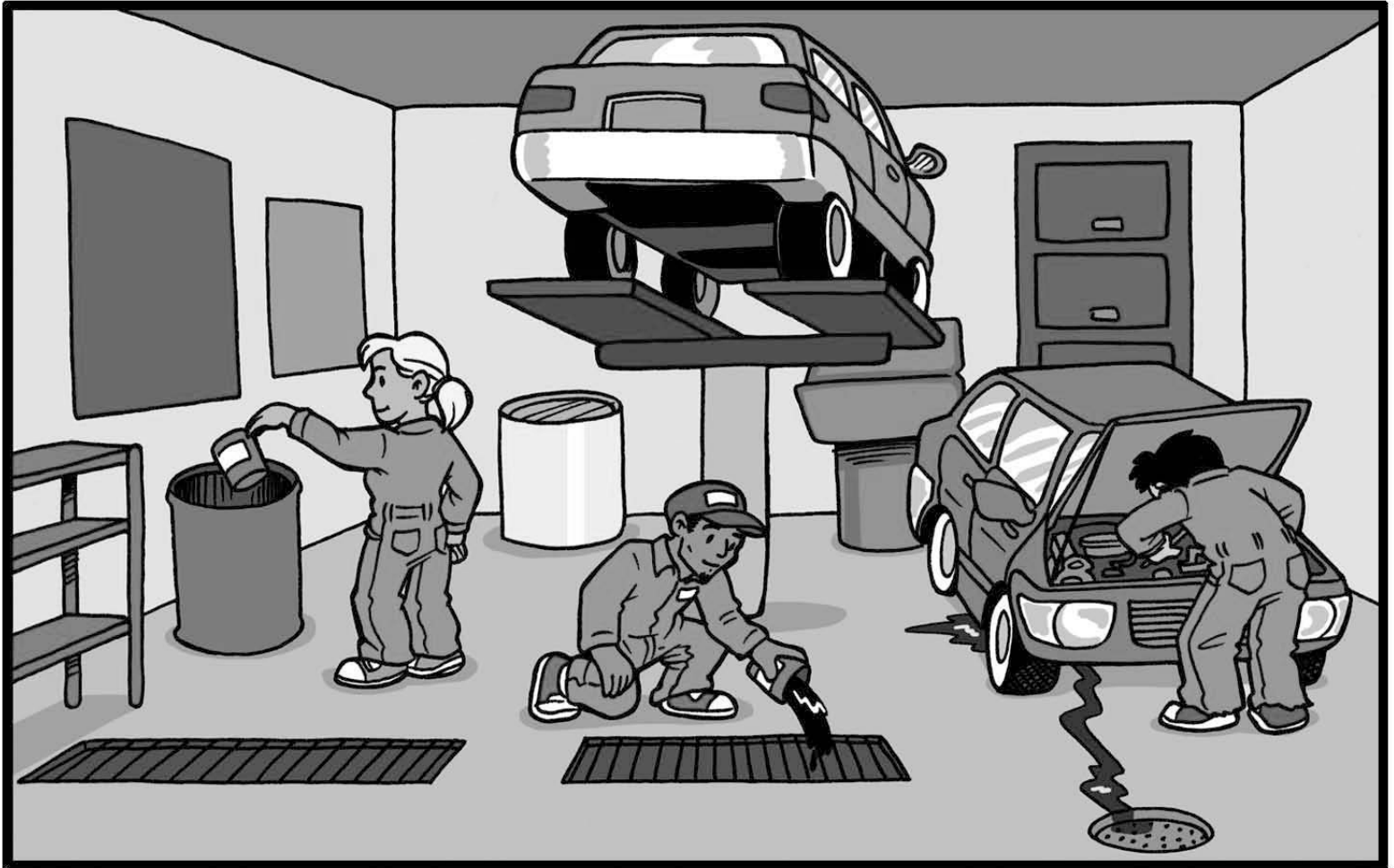
NA 3PS #6



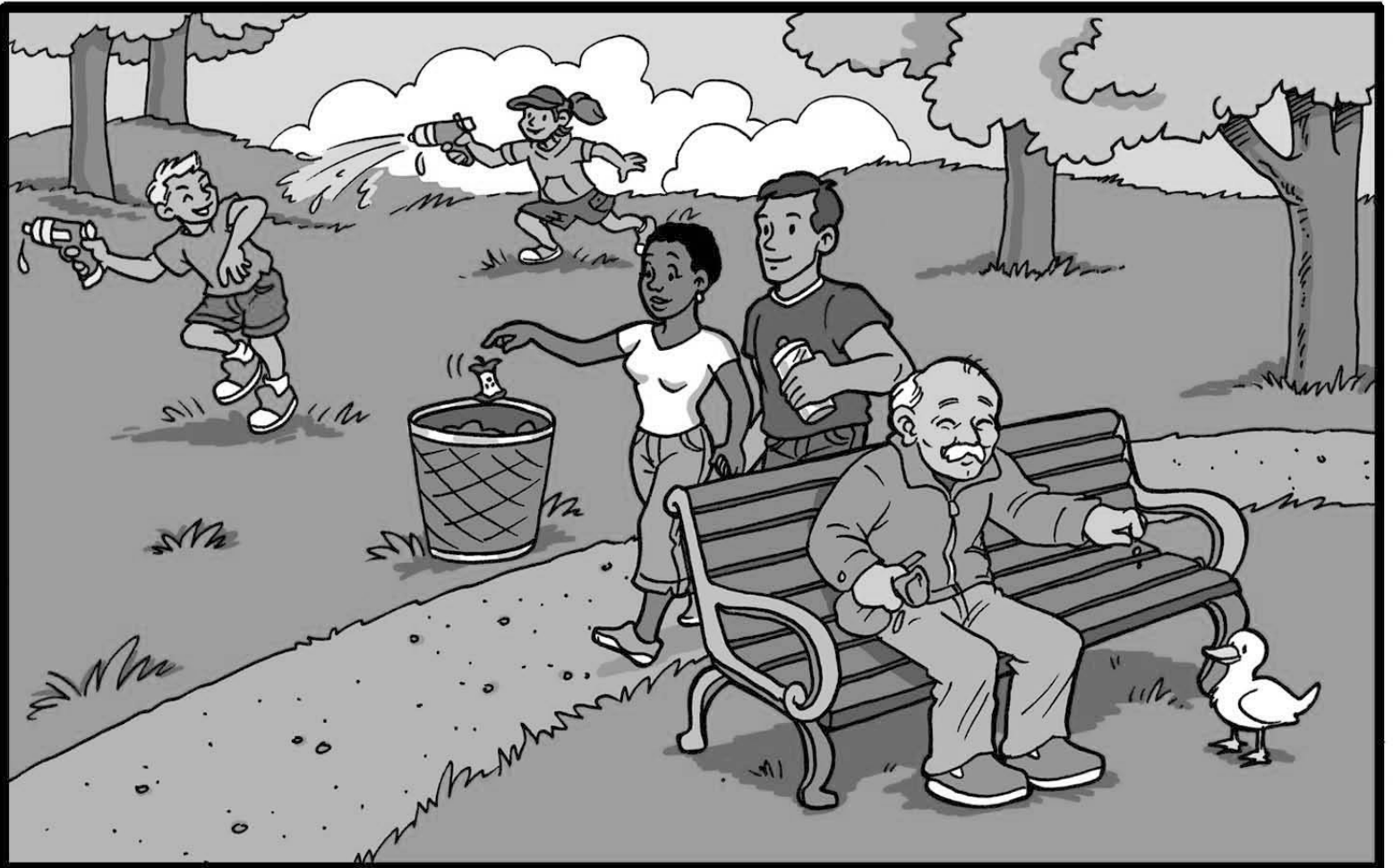
NA 3PS #7



NA 3PS #8



NA 3PS #9



NA 3PS #10



NA 3PS #11



NA 3PS #12