



School Chale Hum!



ABOUT THE GAME

- This card game is similar to the popular game called 'Rummy';
- 4 players, in teams of 2 each, can play with set of cards (52 in number);
- The 2 team members must sit in opposite direction to each other;
- The pack of cards has 52 cards in all. This set of 52 cards has:
 - 5 set of 7 each, 'school chale hum cards' (steps that go into reaching the school) = 35 cards;
 - 7 challenge cards
 - 7 solution cards
 - 1 blank card of challenge
 - 2 blank cards for solution
- Like most card games, this game is a combination of sharp mind and luck!
- Goal of the game is for the teams to compete in making a 'correct series (rummy) of school chale hum cards' (steps that go into reaching the school)' first.
- The team, of which both the players, complete the rummy series first, is the winner.

For Whom: 14 year and above

Time Duration: 40 - 60 minutes

Material Required: School Rummy Set of cards

Objective:

Players are able to learn about barriers to schooling faced by several children and discuss some solutions too.

Note for the players: With your sharp mind, you need to constantly think about the challenges that a child may face in reaching the school and also think about what solutions can you offer to such challenges. This will help you make right selection of cards to complete the rummy faster.

WHAT TO DO (PREPARATION BY THE FACILITATOR)

- This game is based on the common and popular card game 'Rummy';
- On reading and understanding the Rules of the game and how to play information, the students should be able to play the game by themselves, in groups of 4 each;
- Teachers can use this game either as a precursor or a concluding activity on SDGs, especially SDG 4, 'Quality Education'.
- In either of the two cases, teachers would need to be prepared with information and discussion points on what, why and how of factors that can keep children out of school.
- Teachers may prepare some case stories or infographic or slides on these issues. Teachers should try to bring in locally relevant examples and information during discussion with the students.
- Remember, the idea of the game is to not make players mug-up data or information or statistics, instead the game is aimed at helping the player children become sensitive to challenges that many children of their age face in schooling and that what can be done about such problems.

HOW TO PLAY THE GAME

- 2 teams of 2 players each is required to play the game.
- Team members should sit opposite to each other.
- Teams should take turn to shuffle the pack of 52 cards and then distribute 7 cards to each of the 4 players.
- The pack of the remaining 24 cards are kept in the middle, with the first card declared open in the centre.
- The first player can decide whether she or he will pick the open card from the centre or would draw from the pack of remaining cards.
- Once the player has picked a new card, she or he can decide to keep or discard the card based on the series they are planning to make; if the player keeps the card, then he/she must discard another card.
- At no point in time can the players have more than 7 cards in hand.
- Players keep taking turns one after the other.
- In case a player has got a 'challenge card' then they must wait to find a solution card for that challenge. Once they get the solution card, they can keep this 'set of 2 cards—challenge & solution, face down. Now since this player will have only 6 cards remaining, therefore such a player must draw an additional card from the pack, to ensure that she or he has 7 cards.
- Team members of the same team can communicate if they want to declare to the partner that they have a 'challenge' or a 'solution' card. And once they declare this, then they can exchange this card with their partner. In exchange they must take any other card from their partner. The game then continues.
- If a player gets a blank card (either challenge or solution), then she/he can use it like a 'joker card' by declaring it as any kind of challenge or solution which they may need to complete the rummy.
- The game continues like this for as many rounds as needed until one of the team declares that both the partners have made a complete rummy of 'school challenge' cards and they declare the same.
- Once a team has declared 'rummy', the other team can check their sequence, if it is in order or not. If in order the team is declared as the winner; if not, the game gets draw.
- **SCORING PATTERN:** For every round played, the team which finishes 'rummy series' first, gets a score of '5' points and the other team gets '0'; over and above this, for every 'problem solved', by pairing it with the right 'solution' card, the team (whether rummy winner or not), gets an additional score of '3' points!