

Prosperous Futures

You're married!



Start with 1000 CFA as a marriage gift. Roll a "3" or higher to start.

Collect 200 CFA

Market day

Collect 400 CFA. Collect double this amount if your wife works. Spend 300 CFA if you have a child.

Prosperous Futures Board Game

IMAGINE: Inspiring Married Adolescent Girls to Imagine New Empowered Futures





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Overview and Acknowledgements

Made possible thanks to the support of the Bill & Melinda Gates Foundation, “Prosperous Futures” was developed for use in the Inspiring Married Adolescent Girls to Imagine New Empowered Futures (IMAGINE) project, an initiative which aims to design and test interventions that hold promise for delaying the timing of first birth among married adolescents in Niger and Bangladesh. The current version of this board game was designed for use by adult field facilitators with Girls’ Collectives, groups of girls 15-19 established as part of the IMAGINE project. For a version of this game instead aimed at peer leaders in low literacy contexts, visit www.care.org/IMAGINE and select the “Prosperous Futures Board Game: Girls’ Collective Peer Leaders” or “Prosperous Futures Board Game: Fada Peer Leaders.”

The board game was refined after an initial prototype was developed through a human-centered design process. As part of a broader curriculum focused on addressing the knowledge, skills, and norms that affect the timing of first birth, this game serves as an interactive and approachable tool to initiate larger discussions around the physical, financial, and emotional effects associated with early first birth. The game also works to reinforce positive social norms and health-seeking behavior while modeling the negative effects associated with harmful social norms.

Upon completing the game, facilitators should lead participants in a discussion to reflect upon the game and its connection to the timing of first birth as well as positive and negative norms and behaviors. Example debrief questions can be found under “Prosperous Futures: Directions and Discussion Questions” on the following page.

The following guide contains all components needed to play the game: instructions, the board game itself, money cards, and Prosperous Futures cards. For a complete game set, users should print:

- 1 copy of the board game page
- 6 copies of the money page
- 1 copy of Prosperity Cards. These should be printed double-sided.
- 1 copy of “Prosperous Futures: Directions and Discussion Questions”
- 1 copy of Facilitator “Life Decisions” Guide

“Prosperous Futures” was developed in coordination with human-centered design firm GRID Impact and revised by International Consultant Marleigh Austin and CARE International staff members Rachel Shapiro, Anne Laterra, and Carolyn Grant. CARE Niger and CARE Bangladesh staff members were also instrumental in providing technical guidance and contextualization. Our thanks go to CARE Niger staff members Halimatou Niandou, Nouroudine Aboubacar, Abdel Karim Salifou Labo, and Idrissa Oumarou Kandagou and to CARE Bangladesh staff members Humaira Aziz and Jeba Lovely Yeasmin for their comments and leadership. Finally, we would like to express our deep gratitude to the Girls’ Collective facilitators for their contributions and insights during the curriculum development process, as well as to the adolescent girls from the Mirriah Department of Niger and from the Kurigram District of Bangladesh who participated in our formative research activities and design phase activities and contributed greatly to the development and contextualization of this resource.

Prosperous Futures: Directions and Debrief Questions

Using the Materials:

1. Print one copy of the game board. You may wish to print this on a larger sheet of paper and/or laminate if possible.
2. Print one copy of all orange and blue prosperity cards. These should be printed double-sided so that the orange or blue cover appears on one side, and the text appears on the other side. You will need to cut these out afterwards.
3. Print 4 copies of all sheets of CFA money to share with participants. You will need to cut these out afterwards.

Directions to Play “Prosperous Futures”

SAY: Congratulations! You were just married. The first two years of marriage are an important base for all couples and the decisions you and your spouse make during these first few years will influence your whole life.

DO: Point to the circles on the game board. Explain that each circle represents one month, with the 24 months representing two years of marriage. Explain the rules of the game.

Rules:

- The aim of the game is to have the most money after going around the board once. Just like in real life, each couple will be faced with a number of decisions that will impact their financial wellbeing.
- Every time you roll the dice, you can move that number of steps on the board.
- If you land on an orange circle, pick up an orange card. I will read out what is written on the card.
- If you land on a blue circle, pick up a blue card. I will ask you to make a ‘Life Decision’ [*facilitator note: use the Facilitator Life Decision Guide to determine what actions take place based on a player’s decision*]. If your life decision results in the wife getting a job or going to school, I will give you a *Working Wife* or *Educated Wife Card*. If your life decision results in you and your spouse having a baby, I will give you a *Child Card*. Based on the life decisions you make you may also receive money or have to spend money.
- If you land on a green circle, I will either give you money or take your money.
- The first couple to make it around the board will get an extra 200 CFA.
- I will give more instructions as we play.
- Each couple will start with 1000 CFA.

Facilitator Note:

- Couples CANNOT have more than one working wife or educated wife card. They CAN have both a working wife and educated wife card at the same time, though.
- When a couple gets a *Child Card*, they must give up their *Working Wife Card*, if they have one.
- For the blue cards, refer to the reference sheet for instructions on how much money participants should pay or receive based on the life decisions they choose to make.

Game Debrief (20 minutes)

ASK:

- What were the most difficult decisions to make? Why?
- What key decisions contributed to better financial outcomes at the end of the game?
 - *Facilitator Note: Answers include:*
 - *Taking contraceptives and not having a child*
 - *Working or going to school*
 - *Seeing the health extension worker*
 - *Participating in community events*

SAY: Many of the decisions that you have to make affect you and your spouse, and your future family. Therefore, it makes sense to make these decisions as a couple, meaning together as husband and wife.

ASK:

- During that activity, we saw that husbands were responsible for making a number of decisions on behalf of their wives. For example, husbands decided whether or not their wives were allowed to go to school, take a course or work outside the home. Did this affect your ability to succeed in this game? To all of you who played the role of the wife, do you think you would have done better, worse or the same if you had been able to make those decisions by yourself? Why?
- Many of you made decisions to allow your wife to work or to go to school. Some of you also decided to use family planning to wait to have your first child. Are these decisions that most couples or husbands might make in your community? If not, why did you make them during this game?
- In your own lives, are there any decisions that you would like to be a part of that you are not currently involved in? What are some ways to do that?
- How do you think other members of your household will react if you become involved in making decisions you were not previously involved in making? If you expect your family will react negatively, are there steps you could take to encourage them to support you instead? Is there another adult you trust who could talk to your family about supporting you?

DO: Using the table below as a reference, facilitate a short discussion to recap the advantages of waiting until at least 18 years of age before having a child. Invite participants to identify the advantages to women, children, men and the community.

Women	Children	Men	Community
<ul style="list-style-type: none"> • Reduces likelihood of illness, death and complications from pregnancy • Reduces the likelihood that couples will have to pay expenses related to a medical emergency resulting from complications from an early birth • Gives women time to get to know their husbands and in-laws • More opportunities to continue education, learn skills and participate in income generating activities that will help the family earn more money. 	<ul style="list-style-type: none"> • Reduces the risk of children being born early, too small and with health complications • Improves the chances that a child will be born to parents that can afford to meet its need for food, shelter, education, play, etc. 	<ul style="list-style-type: none"> • Gives men time to get to know their wives • Provides men and their partners with more time to become financially stable so that they can afford the expenses associated with taking good care of themselves and their children • Reduces the likelihood that couples will have to pay expenses related to a medical emergency as a result of the complications from an early birth 	<ul style="list-style-type: none"> • Improves the quality of women's lives, allowing them to participate more fully in community life • Reduces the strain on the health care system • Creates opportunities for women to continue pursuing education, leading to a smarter and better educated population

Facilitator “Life Decision” Guide

#	Decision	If yes...	If no...
1	<p>Couple: You and your husband want to use birth control pills so that you can wait until you are at least 18 years old to have children. Your husband's parents are opposed to this.</p> <p>Do you decide to use the pill?</p>	<p>"You do not become pregnant immediately."</p> <p>Move on to the next player.</p>	<p>Have the player roll the dice.</p> <ul style="list-style-type: none"> If they roll a "1" or "6", tell the player that she has had a child. Give her a child card. This means that the player must pay more during the game and remove any "working wife card" they have. If the player rolls a 2, 3, 4, or 5, say "You don't have a child but you took a risk." <p>Move on to the next player.</p>
2	<p>Wife: Your husband encourages you to use hormonal contraception.</p> <p>Do you decide to use it?</p>	<p>"You do not become pregnant immediately."</p> <p>Move on to the next participant.</p>	<p>Have the player roll the dice.</p> <ul style="list-style-type: none"> If they roll a "1" or "6", tell the player that she has had a child. Give her a child card. This means that the player must pay more during the game and remove any "working wife card" they have. If the player rolls a 2, 3, 4, or 5, say "You don't have a child but you took a risk." <p>Move on to the next player.</p>
3	<p>Husband: Your wife wants to work outside of the home. This would mean she would need to leave the village every day.</p> <p>Do you allow her to?</p>	<p>Give the player a <i>Working Wife Card</i>. This means that they earn more money during the game.</p>	<p>Do nothing. Move to the next player.</p>
4	<p>Couple: A community meeting is held in your village about postponing pregnancy until couples are financially, emotionally, and physically ready to have children.</p> <p>Do you attend?</p>	<p>Roll the dice. If you roll a "2," collect 100 CFA.</p>	<p>Have the player roll the dice.</p> <ul style="list-style-type: none"> If they roll a "1" or "6", tell the player that she has had a child. Give her a child card. This means that the player must pay more during the game and remove any "working wife card" they have. If the player rolls a 2, 3, 4, or 5, say "You don't have a child but you took a risk." <p>Move on to the next player.</p>
5	<p>Husband: Your wife wants to go to school to study fulltime.</p> <p>Do you allow her to?</p>	<p>Give the participant an <i>Educated Wife Card</i>.</p> <p>They must pay 100 CFA to the bank, but they can earn more throughout the game.</p>	<p>Do nothing. Move to the next player.</p>

5	<p>Husband: Your wife wants to go to school to study a full-time course.</p> <p>Do you allow her to?</p>	<p>Give the participant an <i>Educated Wife Card</i>.</p> <p>They must pay 100 CFA to the bank, but they can earn more throughout the game.</p>	Do nothing. Move to the next player.
6	<p>Couple: You are under a lot of pressure to prove your fertility and have a child.</p> <p>Do you have a child?</p>	<p>Give a <i>Child Card</i> to the participant.</p> <p>If the participant has a <i>Working Wife Card</i>, take the card. He or she can no longer earn bonuses.</p>	Do nothing. Move to the next player.
7	<p>Husband: Your neighbors discuss your wife's activities outside the house. They think you should stop her from going out.</p> <p>Do you listen to them?</p>	<p>If the player has a <i>Working Woman</i> or <i>Educated Woman Card</i>, take the card. The player will no longer earn bonuses.</p>	Give the participant an extra 100 CFA.
8	<p>Couple: You want to have a large family with many children. Some people say you should start right away. Others say you should wait.</p> <p>Do you try to have a child right away?</p>	<p>If the player has a <i>Working Wife</i> or <i>Educated Wife Card</i>, take the card. The player will no longer earn bonuses.</p>	Do nothing. Move to the next player.
9	<p>Wife: You want to go to the health center to talk to the health worker. If someone sees you going there, they may gossip.</p> <p>Do you go?</p>	<p>Give the player an extra 200 CFA.</p>	<p>Have the player roll the dice.</p> <ul style="list-style-type: none"> • If they roll a "1" or "6", tell the player that she has had a child. Give her a child card. This means that the player must pay more during the game and remove any "working wife card" they have. • If the player rolls a 2, 3, 4, or 5, say "You don't have a child but you took a risk." <p>Move on to the next player.</p>

10	<p>Wife: You come home in tears because other women are chatting and calling you names because you haven't had a child yet. Are you trying to have a child?</p> <p>Are you trying to have a child?</p>	<p>Give a <i>Child Card</i> to the participant.</p> <p>If the participant has a <i>Working Wife Card</i>, take the card. The player can no longer earn bonuses.</p>	Do nothing. Move to the next player.
11	<p>Wife: Your husband invites you to a financial planning course for newly married couples.</p> <p>Do you attend together?</p>	<p>Give the participant an additional 500 CFA and an <i>Educated Wife Card</i>.</p>	Do nothing. Move to the next player.
12	<p>Couple: A health worker visits your home and wants to talk to you about family planning.</p> <p>Do you listen to the health worker?</p>	<p>Give the participant an extra 200 CFA.</p>	<p>Have the player roll the dice.</p> <ul style="list-style-type: none"> • If they roll a "1" or "6", tell the player that she has had a child. Give her a child card. This means that the player must pay more during the game and remove any "working wife card" they have. • If the player rolls a 2, 3, 4, or 5, say "You don't have a child but you took a risk." <p>Move on to the next player.</p>
13	<p>Husband: Your wife is being trained in sewing. A friend tells you that there are a lot of men hanging around where she goes to take classes.</p> <p>Do you allow her to continue taking the course?</p>	<p>Give the participant an <i>Educated Wife Card</i>.</p>	Take 500 CFA from the participant. This is the loss of tuition for the course.

14	<p>Husband: Your wife tells you that she has heard about an injection that she can take to prevent pregnancy. You have heard rumors that it may cause infertility, but you don't know much about it.</p> <p>Do you go with her to the health center to find out more?</p>	Give the participant an <i>Educated Woman Card</i> .	<p>Have the player roll the dice.</p> <ul style="list-style-type: none"> • If they roll a "1" or "6", tell the player that she has had a child. Give her a child card. This means that the player must pay more during the game and remove any "working wife card" they have. • If the player rolls a 2, 3, 4, or 5, say "You don't have a child but you took a risk." <p>Move on to the next player.</p>
15	<p>Husband: You and your wife have a savings plan, but a friend asks you for a loan. After some discussion, your wife does not want to give the loan.</p> <p>Do you still give the loan to your friend?</p>	Take 1,000 CFA from the participant.	<p>It is important to make choices together with your wife.</p> <p>Give 800 CFA to the participant.</p>

You're married!



Start with 1000 CFA as a marriage gift. Roll a "3" or higher to start.

Collect 200 CFA



Market day

Collect 400 CFA. Collect double this amount if your wife works. Spend 300 CFA if you have a child.



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 <p>1. Husband: You help your neighbor with his crops. He pays you 100 CFA.</p>	 <p>2. Wife: You sell food in the village. You earn 200 CFA.</p>	 <p>3. Couple: Your family has health problems. If you have a child, pay 300 CFA. If you don't have a child, pay 100 CFA.</p>	 <p>4. Husband: You go to the nearest town for a week of manual labor. You earn 800 CFA.</p>
 <p>5. Wife: You participate in the local girls' collective. You get another turn. Roll the dice again!</p>	 <p>6. Couple: You attend a meeting on reproductive health organized by the local health worker. You get another turn. Roll the dice again!</p>	 <p>7. Couple: Your crops have bugs. You have to buy a pesticide. Pay 400 CFA.</p>	 <p>8. Wife: You join a savings group. You are able to start a small business. You earn 400 CFA.</p>

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Prosperity



Prosperity



 <p>9. Husband: You do not go with your wife to the health facility to discuss family planning. Lose your turn next time.</p>	 <p>10. Couple: You decide to store grains in the cereal bank until the dry season. You earn 300 CFA on your next round.</p>	 <p>11. Wife Your husband helps you fetch water this week. This frees up your time to make cakes for sale. You earn 200 CFA.</p>	 <p>12. Couple: You attend training in financial planning and business skills. You get another turn. Roll the dice again!</p>
 <p>13. Couple: You decide to start saving 100 CFA per week. You earn 100 CFA and you have another turn. Roll the dice again!</p>	 <p>14. Wife: The local girls' collective practices Habbanayé, and it's your turn to get a goat. You have another turn. Roll the dice again!</p>	 <p>15. Couple: You decide to buy a telephone. Pay 300 CFA and take another turn. Roll the dice again!</p>	 <p>16. Wife: You attend a girls' collective and give good advice to a friend. You have another turn! Roll the dice again!</p>

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Prosperity



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 <p>17. Husband: A member of your family is sick and you have to lend him money. You lose 200 CFA.</p>	 <p>18. Wife: You participate in a cowpea training. You pay 200 CFA AND collect 400 CFA at the next round.</p>	 <p>19. Wife: Your husband helps you collect firewood this week. This allows you sell milk products at the market. You earn 200 CFA.</p>	 <p>20. Couple: You discuss family planning. You have another turn. Roll the dice again!</p>
 <p>21. Couple: Your goat is sick. Pay 200 CFA.</p>	 <p>22. Couple: You attend a community awareness meeting. You have another turn. Roll the dice again!</p>	 <p>23. Couple: It's planting season and you need to buy seeds. Pay 200 CFA.</p>	

Prosperity



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Prosperity



Prosperity



 <p>1. Couple: You and your husband want to use birth control pills to wait until you are at least 18 years old to have children. Your husband's parents are opposed to this.</p> <p>Do you decide to use the pill?</p>	 <p>2. Wife: Your husband encourages you to use a modern method of contraception.</p> <p>Do you decide to use one?</p>	 <p>3. Husband: Your wife wants to work outside the home. This forces her to travel outside the village every day.</p> <p>Do you allow her to do this?</p>	 <p>4. Couple: A community meeting about postponing pregnancy until your wife turns 18 is held in your village.</p> <p>Do you attend?</p>
 <p>5. Husband: Your wife wants to go to school to study full-time.</p> <p>Do you allow her to do so?</p>	 <p>6. Couple: You are under a lot of pressure to prove your fertility and have a child immediately.</p> <p>Do you have a child?</p>	 <p>7. Husband: Your neighbors are discussing your wife's activities outside the house. They think you should stop her from going out.</p> <p>Do you listen to them?</p>	 <p>8. Couple: You want to have a large family with lots of children. Some people say you should start right away. Others say you should wait.</p> <p>Do you try to have a child right away?</p>

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Prosperity



 10. Wife: You come home in tears because other women insult you and gossip about you because you have not yet had a child. Do you try to have a child?	 11. Wife: Your husband invites you to a financial planning course for newly married couples. Do you go with him?	 12. Couple: A health worker visits your home and wants to talk to you about family planning. Do you listen to her?	 13. Husband: Your wife taking a sewing class. A friend tells you that there are many men hanging around where she is going to take these classes. Do you allow her to continue taking classes?
 14. Husband: Your wife tells you that she has heard about an injection that she can take to prevent pregnancy. You have heard rumors that it may cause infertility, but you don't know much about it. She wants to go to the health center for more information. Do you accompany her to the	 15. Husband: You and your wife have a savings plan, but a friend asks you for a loan. After discussion, your wife does not want to give him the loan. Do you still lend him the money?		





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Founded in 1945 with the creation of the CARE Package®, CARE is a leading humanitarian organization fighting global poverty. CARE places special focus on working alongside poor girls and women because, equipped with the proper resources, they have the power to lift whole families and entire communities out of poverty. Last year CARE worked in 100 countries and reached close to 70 million people around the world. To learn more, visit www.care.org.