


Section: 

Activity name: In Their Shoes

Short description: A role-play exercise to simulate one day in the life of a rural African woman to evoke a feeling of empathy with other people living in less privileged situations.

Matches
Stove (Coleman)
Sliced loaf of bread
Water

Equipment: Buckets
Brooms (or other tools)
Flour, knives, spoons, salt
Pioneering equipment
Basketballs, Footballs, tennis balls etc.

Resources: [In Their Shoes - resources](#) (POL - 1182 - 030506.pdf Source: *Development Education Games for Scouts* (World Scout Bureau))

Duration: From 90 minutes to 120 minutes

Numbers:  **WHOLE SECTION**

Location:  **INDOOR &**  **OUTDOOR**

- Explain to the young people that they are about to take part in a simulation exercise in which they will carry out a range of tasks. The African woman's working day is often over 15 hours, but due to the limited time in the meeting each hour is being represented by 5 minutes
- Distribute copies of The African Woman's Working Life and read through the information
- Give each young person a Role Card (as either Aminata or Mamadou). It is important to encourage the young people to adhere as strictly as possible to their roles. They should call each other "Aminata" or "Mamadou" and not by their respective names
- Young people are given a slice of bread to eat (this simulates waking up, washing and eating)
- They then walk around the meeting room (or outdoors) for 3 minutes "non-stop" (to simulate walking to the fields)
- The next 40-50 minutes can be occupied with any mundane tasks (for example, sweeping the floor of the meeting room, carrying boxes from one place to another, a construction or pioneering project). The task in itself is not important, however it is important that the task is monotonous and repetitive (to simulate working in the fields)
- At the end of this activity the young people should collect firewood for 5 minutes (or something similar, to simulate the collection of firewood)
- The next activity lasts only 2-3 minutes and may be bouncing a basketball continuously, throwing and catching a ball in the air or against a wall (to simulate grinding the corn)
- They should then spend 5 minutes collecting and carrying water. This should be put into buckets and carried from one location to another. Try not to waste water and re-cycle it throughout this part of the activity
- The young people then spend 10 minutes mixing a dough and if possible cooking it over a fire or stove and eating it
- Any washing up should take place in the next 5 minutes
- At the end of the activity session, gather together in small groups to discuss the questions provided

Additional Information: Adapted from "Development Education Games for Scouts" (World Scout Organisation)

Exploring beliefs and attitudes

Programme zone(s) : Global
Scoutcraft and Adventure
Creative Expression

Method(s): Activities outdoors
Activities with others
Themes