

An experiential event for teens designed to bring
Africa to life while demonstrating the challenges of
poverty and disease

AFRICA EXPERIMENT 101

Created by
American Foundation for Children with AIDS
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WELCOME

Welcome to Africa Experiment 101, an experiential event for teens designed to bring Africa to life while demonstrating the challenges of poverty and disease. Africa Experiment 101 is an overnight event with high energy games and activities that can be tailored to fit your group, whether it is large or small, junior high or senior high.

Why AIDS and why Africa? HIV/AIDS continues to have a devastating impact on millions of children who suffer from the disease, watch loved ones die from AIDS and related illnesses or live as orphans because of HIV/AIDS. In fact, worldwide, 15 million children have been orphaned by AIDS. Too many of these children are now head-of-household because all the adults in their family have perished. According to a report from UNAIDS, in 2009 approximately 15% of the world's population lived in Africa, and 68% of the world's population infected with AIDS also lived in Africa. This makes Africa the top priority when considering the elimination of HIV/AIDS.

What is the objective of Africa Experiment 101?

1. *Create experiences that simulate the African culture as well as the challenges of treating pediatric HIV/AIDS and other diseases*

Games will simulate those played in Africa or will introduce cultural elements that demonstrate life in Africa. Students will report to a “medical clinic” simulating medicine administration for children with HIV/AIDS. And, snacks will consist of the food served to children in AFCA's programs.

2. *Educate students about the AIDS pandemic in Africa*

AFCA will provide current statistics and facts about AIDS in Africa, especially in the countries where we work – Democratic Republic of Congo, Kenya, Uganda, Zimbabwe

3. *Provide opportunity for students to respond emotionally, intellectually and with action*

The event will conclude with a debrief time where students will be encouraged to talk about their experience and the impact on their emotions and thoughts. This time will conclude with an invitation to take action by partnering with the American Foundation for Children with AIDS.

Let's get started!

NOTES ABOUT AFRICA EXPERIMENT 101

- This is an experiential event and we encourage participants to actively engage in every activity.
- The schedules provided are intended to be guides. You will need to adjust the schedule as the event progresses, which means a game/activity may need to be cut or added.
- Games and activities are specified on the schedule based upon what we believe will work well for most groups. Feel free to make adjustments to fit your group. We do ask that you do not remove the medical clinic, cholera outbreak or PROJECT ONE MILLION, as these activities are key to understanding the realities of HIV/AIDS treatment, disease in third-world countries and our ability to respond and to make a difference.
- If this event creates a teachable moment with the students, TAKE IT!!!! Also, be prepared and have leaders available to talk with students privately throughout the event as it is designed to touch emotions. Students who have experienced the death or illness of a loved one may struggle and look for counsel.
- EXPERIENCE BOOSTERS – Throughout the kit you will see an “EXPERIENCE BOOSTER.” This is an idea that can be implemented to make the experience a bit closer to the realities in Africa. All Experience Boosters are optional.
- Africa Experiment 101 may be used for religious and non-religious groups. Throughout the kit, sections that are specific to a religious group will be noted.

BONUS EXPERIENCE BOOSTERS:

1. Give all the leaders raffle tickets. If a leader observes a student doing something impressive (exceptional sportsmanship, servant leadership, politeness, etc.), the leader may give the student a raffle ticket. Students must keep all their raffle tickets until the end of the event and they shouldn't be told why they are receiving tickets. At the end of the evening the person with the most tickets wins a prize and a few random tickets can be drawn and prizes given. You may want to give every student a ticket at key points during the event (e.g. registration, snack time).
2. At registration, ask each participant if they would like to take the hard path or the easy path during the event. If they choose the hard path, they should be given a special nametag, bracelet or something that will identify them to the leaders as someone who took the hard path. During the event, students who choose the hard path may be given extra challenges. For example, they may be told they are crippled and must use crutches for the remainder of the event. Or, their parents died and they are now responsible for 2-3 other children. Assign 2-3 other students to their care. This student must now help to ensure that his/her siblings get to the clinic and have enough food, water, etc.

3. Remove all the clocks and don't allow students to wear watches. This will make it more difficult for them to get to the clinic at the specified times, but enhances the understanding that medicine management is very difficult in Africa, especially for children.
4. Add a service element. For example, ask your group to collect personal hygiene kit or school kit items for the American Foundation for Children with AIDS. During the event, have all students spend some time assembling the kits for AFCA to send to its partners in Africa.

SCHEDULE

8:30 p.m.	Registration and African Safari Hunt Game
9:30 p.m.	Welcome and Introduction to Africa Experiment 101
10:00 p.m.	Game 1 (Mixers - Barnyard, Bean Blitz)
10:20 p.m.	Game 2 (Group - Banana Race, Inversion)
10:40 p.m.	Game 3 (Group – Blind Beggar)
11:00 p.m.	Game 4 (Team - Soccer)
	CHOLERA OUTBREAK
11:40 p.m.	Break and Snacks
12:00 a.m.	Game 5 (Relay - Heavy Loads)
12:20 a.m.	Game 6 (Relay – Hoop Rolling Relay)
12:40 a.m.	Milk Carton Derby
1:20 a.m.	Game 7 (Group – Wink)
1:40 a.m.	PROJECT ONE MILLION – video and skits
2:20 a.m.	Game 8 (Group – Tapeworm Tag, Shuffle Your Buns)
2:40 a.m.	Break and Snacks
3:00 a.m.	Game 9 (Group – School Yard Scramble, Upset the Fruit Basket)
3:20 a.m.	Game 10 (Group – Tiny Hut, Back-to-Back)
3:40 a.m.	Game 11 (Teams – Math Scramble)
4:00 a.m.	Game 12 (Group – Killer Wink)
4:20 a.m.	Game 13 (Teams – Electric Fence)
5:40 a.m.	Announce winners and award prizes
6:00 a.m.	Breakfast and debrief
7:00 a.m.	Cleanup
7:30 a.m.	End of Event

SCHEDULE (RELIGIOUS)

8:30 p.m.	Registration and African Safari Hunt Game
9:30 p.m.	Welcome and Introduction to Africa Experiment 101
10:00 p.m.	Game 1 (Mixers - Barnyard, Bean Blitz)
10:20 p.m.	Game 2 (Group cooperation - Banana Race, Inversion)
10:40 p.m.	Game 3 (Team - Soccer)
	CHOLERA OUTBREAK
11:00 p.m.	Worship and Prayer
11:40 p.m.	Break and Snacks
12:00 a.m.	Game 4 (Relay - Heavy Loads)
12:20 a.m.	Game 5 (Relay – Hoop Rolling Relay)
12:40 a.m.	Milk Carton Derby
1:20 a.m.	Game 6 (Group – Wink)
1:40 a.m.	PROJECT ONE MILLION – video and skits
2:20 a.m.	Game 7 (Group – Tapeworm Tag, Shuffle Your Buns)
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4:20 a.m.	Game 12 (Teams – Electric Fence)
5:40 a.m.	Announce winners and award prizes
6:00 a.m.	Breakfast and debrief
7:00 a.m.	Cleanup
7:30 a.m.	End of Event

AFCA CONTACT INFORMATION

If you are interested in receiving the full Africa Experiment 101 program information, or if you would like additional information about Africa Experiment 101, please contact

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To learn more about the American Foundation for Children with AIDS, go to www.AFCAids.org and follow us on Twitter, Facebook, LinkedIn and YouTube. For additional information about AFCA fundraising events, go to www.ClimbUpSoKidsCanGrowUp.com.