

**GAMES FOR AWARENESS AND
ACTION SERIES – NO. 1**

The Common Bucket

Instruction Manual

Modified By:

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THE COMMON BUCKET^{**1}

Objective of the Game:

In the face of climate change and increasing global water shortage, to create awareness about sustainable water use to meet intergenerational needs.

For Whom is the Game:

The game can be played with any of the following groups:

- (1) People in rural areas from various professions.
- (2) In an urban setup like Housing Societies etc.
- (3) In Schools among students to create social awareness.

Number of participants:

- (1) Facilitator-1;
- (2) Observers- 3;
- (3) Active Players 9 .

While the 12 players (observers and active players) are engaged in playing the game, all other participants may be divided into three groups, creating possibilities of cheering the 3 players of their respective group. This will increase the tempo of the game.

Time required:

Total time required: 80 minutes.

(Setting up the Game: 10 minutes; Game play time: 20 minutes; Discussion and Reflection 45 minutes)

^{**}Acknowledgement: This game presented here is a modified version of the original game developed by Paani Foundation called The Straw Game. Due permission has been taken from Paani Foundation to publish the manual.

Material Required:



Instruction for the Facilitator:

- (1) Make the game as interactive as possible.
- (2) Other than a few small general nudges, do NOT give out any message. (The results of the game should convey the message)
- (3) The facilitator might introduce the game as a narrative to create a context. The following are examples:
 - a) Rural Setting- *“Once upon a time in a village named Maasam lived 3 clans --- ‘ Bhisha, Donsa and Dodo’. They have a common pool of water to start with. All the clans started drawing water from a common source at the same time i.e. with the spoons of same size.....”*
 - b) Urban Setting- *“Once in a city, there were three localities- A, B and C. Their waters come from one common tank. All the localities start drawing water from the common source at the same time.....”*

Playing the Game:

Three groups are formed and each chooses their group name. Each team selects 1 observer and 3 team players. Each team has 1 member representing 3 generations.

On sticky notes (of a different colour per team) write on one note each “Generation 1“, “Generation 2” and “Generation 3” which are then pasted on the back of the representatives of each team. Round 1 is played at the same time by the player “Generation 1” of the three teams. In a similar way, Round 2 is played at the same time by the player “Generation 2” of each team. Round 3 is played at the same time by the player “Generation 3” of each team.

One Observer is appointed to each team. The role of the Observer is to silently observe how the game of her/his respective group is played, noting the reactions / behaviour of the players and participants separately for each round of the game.

Round 1:

Round 1 is played by 'Generation 1' of each team.

The facilitator pours 6 litres of water into the common bucket to start with. Each team is provided with a small bucket within which an empty bottle without a cover is placed and one of three medium sized spoons. Retain the bottle in the bucket throughout the game.

The facilitator instructs that each team starting at the same time has 1 minute to fill the bottle with water from the common bucket. **The players cannot touch the bottles.**

The round finishes when 1 minute is up OR if any player finishes filling the bottle without utilizing 1 minute.

The score sheet is divided into 3 parts. On each part the name of a Group is written.

	Group A	Group B	Group C
Round 1			
Round 2			
Round 3			
TOTAL			

The facilitator measures water from each bottle and writes the score sheet. After the round ends, the team with the highest collection of water in the bottle is declared the winner. The water collected in the individual's small bucket (spillage) is just left in the small bucket.

Round 2:

Round 2 is played by 'Generation 2' of each team.

Before Round 2 begins, the players are given the opportunity to select ONE from 4 options. Once an option is selected, the other players are left with the remaining options to choose from. The group that has scored the highest in Round 1 is given the 1st choice, followed by the one in the 2nd position and then the 3rd. The 3rd player is left with just 2 options to choose from.

- Option1: A funnel (while retaining the spoon used in Round 1)
- Option2: Soup ladle (in exchange for the spoon used earlier)
- Option3: A bigger but flatter spoon (in exchange for the spoon used earlier)
- Option4: Continue with the spoon used in Round 1.

Round 2 starts with empty bottles. These might float in the beginning due to the water that is already accumulated in the bucket. The players will be allowed to touch the bottle till it is stabilized.

Round 2 is played following the same rules as in Round 1. If the facilitator deems it important to add some water to the COMMON bucket (so that there is enough water to start off the next round), s/he might add some water as “rain” (maximum 1 litre).

The score (amount of water collected) of each group is written on the Score Sheet. Round 2 winners is also declared on the basis of the quantity of water collected in the bottle.

Round 3:

Round 3 is played by ‘Generation 3’ of each team.

This round is a repetition of the round 2 using the same apparatus in Round 2. Visibly there is very little water is left in the bucket.

However before the game begins the facilitator gives a slight nudge: Since this is the last round, the players may do anything with the COMMON bucket to fill their bottles.

The facilitator may expect some commotion and fights.

After Round 3 ends, the winner of the round 3 is declared (the highest collector of water in Round 3). This is noted on the Score board.

Now the water spilled in each bucket is also measured. The quantity of spilled water in all the three rounds is also declared.

Reflection and Discussion:

After the game is over, the facilitator brings the entire group into a circle and asks for reflection on the games. First each of the nine players (according to Generations) is asked to share their feelings and reflections as they played their round. The observers are then asked to give their individual experience for each respective generation player. Later others in the audience can also contribute to the discussion.

The facilitator must try NOT to nudge answers, but if required, provokes deeper discussions:

- (1) What does the game signify?
- (2) What do the fights signify?
- (3) What about water wastage?
- (4) Does the winner of Round 1 keep winning? Why? Connect to real life situations.

Feedback:

Have you played the Game? If yes, then we would appreciate your feedback on the same. Write to us at info@wotr.org

For more information kindly contact:



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