



TB COMMUNITY EVENT

TOOLS
August 24th, 2020



USAID
ជំនួយពីពលរដ្ឋអាមេរិក



17
TRIGGERS

INDEX

Community Event - Script

0. SET UP	4
1. FAMILY LOVE	9
2. BREATH	13
3. TB SYMPTOMS	15
4. ANONYMOUS SURVEY	17
5. REFERRAL CARD	19
6. HEALTH CENTER	21
7. CLOSURE	23
8. KNOCK DOWN TB	25

Full Community Kit

- Participant's list
- Hand sanitizer
- Floor mat
- Heart stickers in 3 different combinations
- 1 Marker
- Balloons
- 8 Symptoms cards
- Big: referral card, fake money (1\$ + 5\$)
- Board game posters
- Characters for board game
- Symptoms dice
- Bean bags shaped as pills
- 6 TB splashes cards with standee
- Giant referral card
- Giant printed tick/cross
- Giant pretend money
- Doctor's robe
- Thermometer
- Referral cards to hand out

PHARE Tools recap

- **Heart stickers in 3 different combinations**
- **8 Symptoms cards:**
 - Toothache
 - Cough
 - Fever
 - Sore throat
 - Sweating at night
 - Headache
 - Loss of weight
 - Diarrhea
- **Big:**
 - Referral card
 - Printed tick/cross
 - Fake money (\$1 + \$5)
 - Thermometer
- **Board game posters**
- **2 Characters** for board game
 - Grandmother
 - Grandfather
- **Symptoms dice**
 - Fever
 - Cough
 - Night sweat
 - Weight loss
 - Heart
 - Blank
- **Bean bags shaped as pills**
- **6 TB splashes cards with standee**

Tool	Objective	Call to Action	Spec/Notes	Mandatories	QUANTITIES PER KIT
Heart stickers	For attendee to write or draw a loved one on each sticker.	N/A	3 different colors: blue, pink, turquoise.		3 per attendee = 75 per session
Symptoms cards	For volunteer to have a symptom to portray.	<ol style="list-style-type: none"> 1. Toothache ឈឺធ្មេញ 2. Cough ក្អក 3. Fever ក្រុនក្តៅ 4. Sore throat ឈឺក 5. Sweating at night បែកញើស ពេលយប់ 6. Headache ឈឺក្បាល 7. Loss of weight ស្រកទម្ងន់ 8. Diarrhea រាគ 	<ul style="list-style-type: none"> - A4 - Two sided: One side has the heart and one side has the symptom. - Cord to hang over neck. - Laminated for easy cleaning. 		1 card per symptom. Total 8 cards.
Big items: Referral card, stamps, fake money, thermometer	Role play financial incentive and use of referral card.		A3?	Same as real tools, just bigger size for visibility amongst the group.	1 - big referral card 2 - stamps (tick + heart) 1 - \$5 bill 1 - \$1 bill 1 thermometer
Board game + 2 characters	Learn about the urgency of reaching the Health Center after two weeks of presenting some of the symptoms.	Help get grandma and grandpa to the Health Center as quickly as possible.	15-20 steps journey from Home to HC.		2 board game posters. 1 grandmother character 1 grandfather character
Symptom dice	Create a sense of	- 4 sides with symptom + copy "forward 1" - 1 side with the heart + copy			1 per attendee, = 25 per community kit.

SESSION 0.

SESSION 0. SET UP

OBJECTIVE

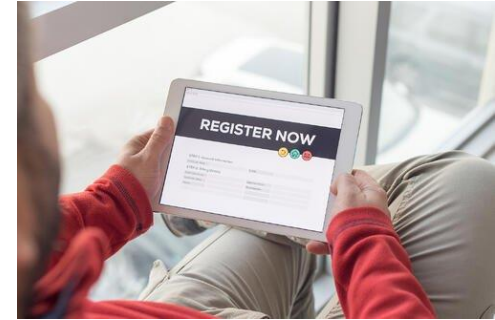
- Gather data for M&E purposes
- Set-up the audience within the space to respect social distancing

ACTIVITY

- Record attendees in tablet
- Invite them to sit on one of the squares of the floor mat

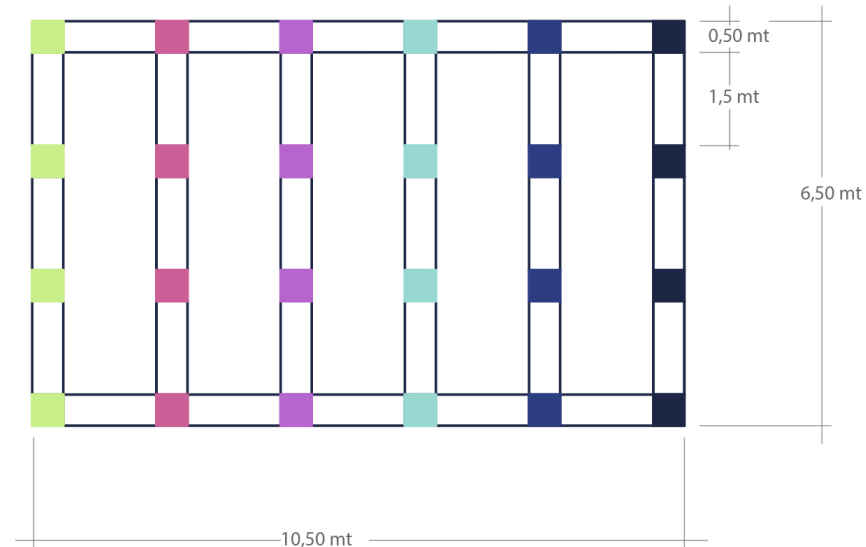
TOOLS

- Participant's list
- Hand sanitizer
- Floor mat



SESSION 0. Floor ladder mat + bag

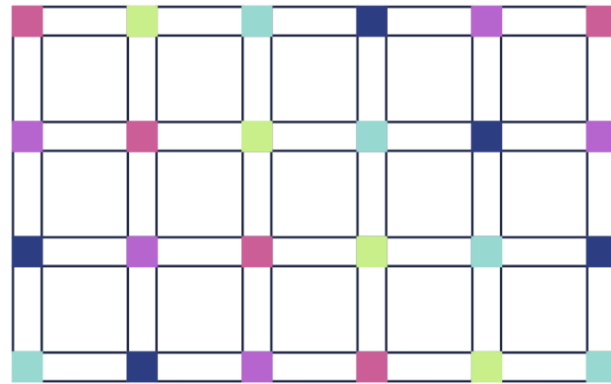
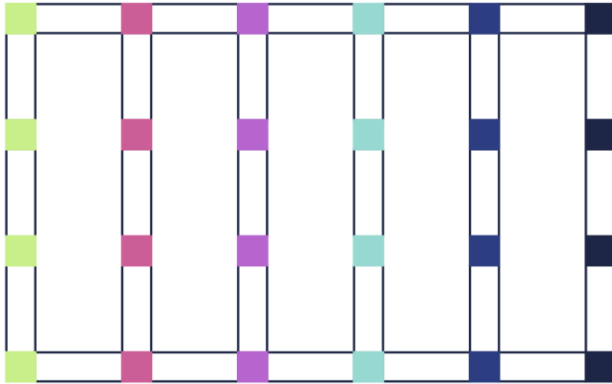
50x50cm PVC squares using the colour palette of the campaign visuals are attached to one another with nylon strap



*See Covid Ninja ladder as production reference

SESSION 0. Floor ladder mat + bag

Color combination options



We could add extra *ribs* for stability and order, but it's more material to fold and weight to carry.

Easy to roll and carry in a bag.



SESSION 1.

SESSION 1. INTRODUCTION

OBJECTIVE

- Introduce the overarching concept “If you love me...”
- Set an emotional connection to the session.

ACTIVITY

- Write/draw your loved ones on the hearts.

TOOLS

Per attendee:

- 3 Heart stickers
- 1

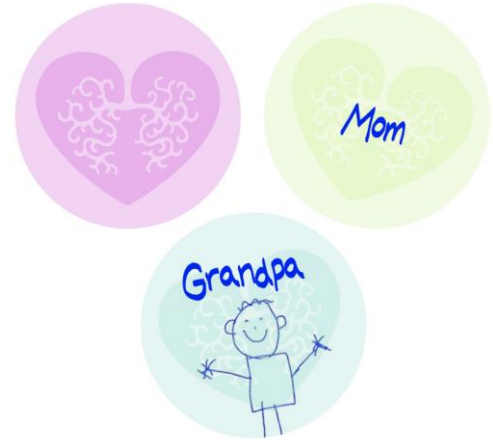
Marker



SESSION 1. Heart stickers



5cm width stickers with the heart of the campaign
in 3 different colors



Markers that are easy to
write on

SESSION 2.

SESSION 2. BREATHING

OBJECTIVE

- Relax and focus
- Experience and visualize breathing
- Introduce TB disease, information about it's **severity** and risk of contagion, yet it is curable, therefore key to identify.

ACTIVITY

- Inflate balloon to warm up
- Practice breathing exercise while pressing the balloon according to the breathing rhythm.

TOOLS

- Speaker
- mp3 player
- 30 balloons (1 per attendee + extras)
- Pen to pop one balloon.



SESSION 3.

SESSION 3. MIME SYMPTOM

OBJECTIVE

- Identify TB symptoms

ACTIVITY

- Showcase health symptoms using only gesture, expression and movement.
- Discover and learn which health symptoms are TB.

TOOLS

8 symptoms flash cards:

1. Toothache
2. Cough
3. Fever
4. Sore throat
5. Sweating at night
6. Headache
7. Loss of weight
8. Diarrhea



SESSION 4.

SESSION 4. ANONYMOUS SURVEY

OBJECTIVE

- Reflect on TB symptoms and think if a loved one has done it.
- Discuss how these symptoms are a warning when they have been around for + 14 days.
- Identify people within the audience that the IPC agents can do a follow-up.

ACTIVITY

- With their eyes closed, the audience is invited to raise their hands to answer YES or stay still to answer NO.

TOOLS

Paper and pencil for IPC agent.



SESSION 5.

SESSION 5. FINANCIAL INCENTIVE

OBJECTIVE

- Informed of the financial incentive scheme and explain how it works
- Hand out referral cards

ACTIVITY

- Doctor-patient role play between Agents
- Family members role play between volunteer + Agent

TOOLS

- **Giant referral card with printed stamps** (heart and tick) to paste (blue tack)
- **Giant pretend money**
- **Doctor's robe**
- **Thermometer**
- **Referral cards to hand out**

SESSION 6.

SESSION 6. HEALTH CENTER

OBJECTIVE

- Create a sense of urgency to get tested
- Play against time

ACTIVITY

Two big teams will compete to one another to get the patient as quickly as possible to the Health Center.

Each member of the audience has a symptom dice. One by one they roll the dice and tell the agent the icon that they got on the top part.

- Per every symptom move forward 1.
- With the heart move forward 2
- Blank you move back

Together, the team members need to get the patient to the Health Center as quickly as possible!.

TOOLS

- 2 Board game posters
- 2 Characters: Grandmother + Grandfather
- 25 Symptoms dice*





Kokemano sta

Symptoms dice
with the following sides:

1. Fever
2. Cough
3. Night sweat
4. Weight loss
5. Heart
6. Blank

Gameboard poster which takes grandmother from house to healthcenter

SESSION 7.

SESSION 7. PROMISE

OBJECTIVE

- Commitment to protect each other and our loved ones from TB.
- Wrap up

ACTIVITY

- IPC agent asks the audience a series of questions to wrap up and recap key information regarding TB, testing and treatment.
- Audience swears a promise to protect those loved ones and encourage TB testing amongst the community.

TOOLS

N/A



SESSION 8.

SESSION 8. KNOCK DOWN TB

OBJECTIVE

- Quickly discuss the importance of treatment and the need for support throughout 6 months.
- Make a visual introduction of TB monster and the pill as the tool to get rid of it.

ACTIVITY

- Throw the *pill bean bag* at the TB monsters.

TOOLS

- Bean bags shaped as pills
- 6 TB splashes cards with standee



THE END