



Learning Games for Girls

Inspiring and empowering adolescent girls in rural India



"We are excited to tell what we learn with our friends, and believe it's important to share our knowledge."

—Sabina Khatoon, Village Gaujadauga Para, West Bengal, India

"I have undergone many trainings in the last five years, but have never had an experience like the Reach training on Adolescent Girls. I, being a man, felt reservations ... [but] it was easy to impart this training to the groups without hurting their feelings."

—Md. Sarfaraj Khan, Field worker of Vikash Foundation, Tupudana, District Ranchi

ADOLESCENT GIRLS IN INDIA face a lifetime of challenges, with limited opportunities to make good decisions for themselves. More than half of all girls marry before they are 18. The younger the bride, the greater her chance—and her child's chance—of remaining poor, malnourished, and vulnerable to life-threatening diseases.

Reach India offers Learning Games for Girls, a powerful, proven training method designed specifically for adolescent girls. These games on health, business and family finance are delivered through self-help groups, reaching girls in rural areas who are not served by other organisations. Girls participate with their mothers in self-help groups, and also separately with their peers, inspiring and strengthening the whole community of women. The group-based learning is enjoyable, and women and girls are able to apply their new skills and knowledge in their homes and communities.

MULTIPLYING SHPIs' IMPACT

Self-help groups (SHGs) represent more than 50 million poor women across rural India. By including the women's daughters, SHPIs can maximize their impact and SHGs' effectiveness. In addition, early exposure to SHG's prepares girls to be productive adult participants in SHGs.

For adolescent girls, groups provide a place to develop and share knowledge and skills, a forum for social support, and the opportunity to save and borrow. The Learning Games are adaptable to any environment, making them an ideal tool for SHPIs to serve the rural poor. The knowledge and skills that the girls learn through the games gives them a voice in village life today and prepares them for future leadership roles in the SHG movement.

By participating in Learning Games, girls will be able to:

- Practice simple behaviours to prevent diarrhea and HIV;
- Improve their nutrition;
- Increase their savings by prioritizing their needs and creating a savings plan; and
- Recognise their strength as a group and build self-confidence to create their own future.

PROVEN AND PRACTICAL TRAINING FOR SHPIs

In this three-and-a-half-day training programme, SHPIs supporting adolescent girls groups learn to develop a safe environment for girls, as well as how to help them learn and share important life skills necessary for their physical and social development. SHPI participants will be trained on all the games, practice delivering lively sessions, and receive feedback from a Reach India certified trainer. The training includes sessions on introductory games, finances and health lessons.

WHO WILL BENEFIT

We strongly encourage at least two participants from your organisation to experience this unique training opportunity, enabling your team to take full advantage and achieve the most effective results in the field.

REGISTRATION AND INFORMATION

For more details, please contact the Service Centre for your region, or the Reach India Capacity Centre.

To contact your Service Centre or register online, please visit www.reach-india.net and click on your region.



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REACH INDIA TRAINING IS:

RELEVANT. Girls can easily relate to the content and use what they learn to benefit themselves and their families.

EASY TO USE. The materials, methods and games are adaptable and can be easily implemented in any environment.

OPEN TO ALL. Both literate and illiterate girls 10-19 years old can participate equally.

MOTIVATING. Girls enjoy group-based learning and are inspired to apply their new skills and knowledge immediately.

SUCCESSFUL. Adolescent girls learn how to change their behaviour and influence members of their family.

Learning Games for Girls trainings are conducted in English, Hindi, Oriya, Assamese, and Bengali by Reach-certified trainers.



Receiving Reach education through local organisation, SMVS.

TRAINING FEE

The standard fee for this Workshop is Rs. 5999/per participant, paid in advance in cash or by demand draft, directly to your local Reach India Service Centre. This fee covers the cost of the certified trainer, professional training materials, boarding (breakfast, lunch, dinner, tea and snacks) and lodging (twin sharing basis).

A reduced fee of Rs. 2999/per participant is available where one or more organisations wish to host the training and reduce the room and board expense. This is offered in response to the growing demand for SHPI in-house capacity-building to train a larger number of staff members.

An additional follow-up service is available on-site with your organisation, to support your success in implementing the training in the field. The fee for this service is Rs. 1500. You may request this service when you register for the training or after the training.

Reach India stands ready to help your organisation achieve its mission and serve SHG members more effectively. To learn more about our training and how we can serve you, contact the Service Centre for your region or visit www.reach-india.net.