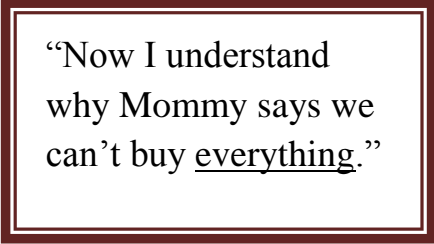


## **Ayiti: The Cost of Life**

The week before the earthquake in Haiti, seventh grade students read a short article about Haiti and Haitian immigrants in the United States. This brief introduction to the country helped many students make connections to more recent events.

Now all French classes are using an interactive online game to develop a greater understanding of the challenges impoverished residents of Haiti faced even before the earthquake. The game, *Ayiti: The Cost of Life*, is on the UNICEF website.

The object is to manage the resources of a family of five so that they have greater hope for the future at the end of four years. Students are learning to balance work, health, happiness, education, living conditions and finances as they play the game.



“Now I understand why Mommy says we can’t buy everything.”

Students work in pairs so that they can discuss their decisions and the results of those decisions. After playing for thirty minutes, one fourth grade student commented, “Now I understand why Mommy says we can’t buy everything.” Parents may want to play the game with their children at home. Some suggested processing questions include:

What was it like playing the game?

What types of decisions did you have to make about the family members while playing the game and trying to achieve your objective?

How do the situations and options in the game compare with those in your own community?

What factors would make it easier for the children in the game to gain access to education? What conditions could be changed and how?

Needless to say, conditions in Haiti are much worse since the earthquake. If you would like to make a difference, please look at the [Help for Haiti Drive](#) page on our school website for more information.