

CARD KHULLEI  
KANDO



# কার্ড খুললেই কাভ



## **ABOUT THE GAME**

Gender norms shaping women's participation and workload in household systems are often difficult to surface through conventional surveys, particularly in low-literacy contexts where direct questioning increases hesitation and social risk.

Card Khullei Kando addresses this by using play as an elicitation tool. Women participate only as players, while facilitators later reflect on gameplay patterns such as repeated scenes or stalled progress to anchor discussions on labour distribution, autonomy, and decision-making. This converts tacit experiences into observable signals that can inform gender analysis and guide subsequent programme interventions.

## **FACILITATOR OBSERVATION CLUE**

- Who plays confidently and who hesitates.
- Who speaks, explains choices, or comments on cards.
- Who stays quiet or withdraws during the game.
- Whether players relate the card scenes to real life.
- How the group reacts: laughter, agreement, discomfort, silence.
- Who supports others, guides play, or takes informal leadership.

This keeps the focus on participation, voice, interpretation, and leadership signals, which are key indicators for understanding women's agency and group dynamics in the Learning Lab process.

## **DOCUMENTING OBSERVATION**

- Note 3–5 patterns you observed during the game
- Write them in your facilitator notes or session log
- Use these patterns to guide the reflection discussion later someday
- Look for clues about workload, decision making, or autonomy
- Note any moments where players relate the game situations to their real-life experiences
- Record any surprising reactions, disagreements, or stories shared during the discussion

This helps the facilitator generate field-based evidence from the session that can contribute to building evidence on women's agency, decision-making, and everyday gender norms.

## REMINDER FOR FACILITATOR

- Observe, don't teach
- Let the game unfold naturally. Your role is to watch how players respond, interact, and interpret situations.
- Notice patterns
- Pay attention to repeated actions, hesitation, silence, or moments that spark discussion or laughter.
- Do not interrupt the play
- Allow the game to continue without correcting or guiding choices.

Co-lead the reflection (Totally optional): After the game, guide a discussion based on what appeared during play. Focus on the situations in the game rather than personal stories or individual households.

## HOW TO PLAY



### PLAY A CARD

Match a card from your hand to the one in the center. Can't match? *Draw one.*



### TOSS FOR CHANCE

After playing a card, toss *kori* shells, the *kori* shells decide to pick coin or drop one



### WIN A COIN

After playing a card, toss the kori shells.  
2 shells open: Take 1 coin  
3 shells open: Lose 1 coin  
Any other result: No change



### WIN THE GAME

The first player to finish their cards or with highest coins win the game

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