



# REPRODUCTIVE HEALTH INNOVATION EXCHANGE

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## TradGame4Adolescents and Young Women: Family Planning and Sexual and Reproductive Health

Innovation presented by: Marie Stopes International—Population Services Zimbabwe

<b>Problem statement</b>	
To increase the uptake of contraception among adolescent girls and young women (AGYW) to reduce unplanned pregnancies and mortality and morbidity related to unsafe abortions.	
<b>Circle of Care stage</b>	
<b>Before:</b> Sets Supportive Norms	<b>During:</b> Builds Trust Improves Provider Behavior Empowers Clients
<b>Audience(s)</b>	
<ul style="list-style-type: none"> <li>• AGYW</li> <li>• Behavioral scientists</li> <li>• Healthcare providers</li> <li>• Program/project implementers</li> <li>• Policymakers</li> </ul>	
<b>Country of implementation or design</b>	
Zimbabwe (Midlands Province, Gokwe North District)	
<b>Outcome(s) of interest</b>	
The innovation sought to increase uptake of family planning (FP) and sexual and reproductive health (SRH) services among AGYW by initiating and strengthening interactions between AGYW and health service providers using traditional games for open information sharing on FP and SRH and myths busting.	
<b>The innovation</b>	
The innovation involved the mobilization of AGYW from tertiary institutions and the Gokwe community to form traditional games teams. These games include <i>maflawu</i> (similar to dodgeball), <i>hwishu</i> (similar to cricket), <i>nhodo</i> (traditional jacks), and <i>pada</i> (hopscotch). Health service providers were incorporated into the teams as participants. In this role, health providers shared information about FP and SRH. Participation in games created an ideal platform for interaction, counseling, and information-sharing that resulted in myth busting followed by the provision of FP and SRH services during the games.	



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### Why you should consider adapting and scaling this innovation

Implementing this innovation served as the first time that FP and SRH information dissemination and counseling were integrated with traditional games in Zimbabwe. The uniqueness of the innovation involves bringing youth together with older health providers, thus promoting cross-generational communication, in an interactive way using traditional games. This creates an opportunity for health providers to have a nostalgic attachment to the interaction, reflect and reminisce over their childhood and adolescent years, connect with their past, understand the young people's SRH challenges and be able to assist them with accurate information, and bust myths and misconceptions related to FP and SRH. Apart from the mobile clinic that was set-up during the games, data from Population Services Zimbabwe's static clinic in the district showed an increase in the number of AGYW taking up FP and SRH services at the clinic.

### Resources needed to adapt or scale this innovation

The games themselves can be played at no cost. The materials, items, and equipment used in the games are available in the community. To play *maflawu* and *hwishu*, one needs only a ball that can be made from used plastics or cloth. *Pada* is played using charcoal or ashes and *nhodo* is played with pebbles. Costs are involved in mobilizing AGYW, development of educational materials, travel allowances for health providers and participants, and procurement of FP and SRH products, such as menstrual health and hygiene products.

### Implementation recommendations

- Sensitize of traditional leaders, especially when the innovation is implemented in the countryside/rural communities to ensure buy-in of the innovation.
- Select traditional games that the community is already familiar with and where community members including elders have once participated in their childhood. The nostalgic attachment to the games will motivate older health providers to participate and to share information on their adolescents and how they managed their sexuality, including accessing FP and SRH services, the challenges involved, and how they triumphed over the challenges.
- In order to ensure sustainability of the project, adopt the [Collaborating, Learning, and Adapting](#) (CLA) framework, developed by the United States Agency for International Development's for intentional planning and processes to help implementers become more agile, knowledge-driven, and responsive to the evolving root challenges that programs and projects face in achieving development objectives. CLA involves continuous assessment and adjustment of the project to yield the most effective course of action, by establishing and maintaining innovative, outside-the-box systems, and habits and attitudes that weave the CLA agenda into all aspects of the project from start-up to close-out.

### Have more questions? Contact the following people

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### Relevant links

N/A