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## Life Skill Education







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Images	Name	Material	Price	Description
	Board Game [Importance of Education]	Flex	500.00	<p><b>Topic Covered</b> Importance of Education</p> <p><b>Description</b> This tool consists of a board and 27 cards with messages regarding desired behavioral practices and undesired behavioral practices that lead to either a skillful and potential life or an un-fruitful life. Through this game the facilitator can initiate a discussion on the good habits that one should practice in order to achieve their goal in life.</p>
	Building Block [Personal Hygiene]	Plastic Box	1000.00	<p><b>Topic Covered</b> Personal Hygiene</p> <p><b>Description</b> It comprises of ten blocks with pictures depicting hygienic and unhygienic behavioral practices. The participants are expected to arrange the blocks in such a way that it makes a straight tower. This tool can help the participants to differentiate between the hygienic and unhygienic behavioral practices.</p>
	Building Block [Understanding Employment]	Plastic Box	1000.00	<p><b>Topic Covered</b> Understanding Employment</p> <p><b>Description</b> The purpose of this tool is to know about the understanding of the participants regarding employment and the basic preparations that one should keep in mind in order get employed. Through this tool one can also discuss about the negative points related to employment.</p>
	Changing Scenario [Peer Pressure]	Plastic and Metal	350.00	<p><b>Topic Covered</b> Peer Pressure</p> <p><b>Description</b> This tool comprises of chips with pictures related to the negative behavior that we indulge into under peer pressure. These chips when rubbed against one another shows appropriate behavioral practices that one should follow. It can be also be used by the facilitator to aware the participants regarding the ways to be saved from negative behavior under peer pressure.</p>
	Changing Scenario [Social Behavior]	Plastic and Metal	350.00	<p><b>Topic Covered</b> Social Behavior</p> <p><b>Description</b> This tool comprises of chips with pictures related to positive and negative social behaviors. These chips when rubbed against one another shows the positive social behavioral practices that one should follow. It can be used to discuss the importance of adopting positive social behaviors.</p>
	Coin Game [Changes During Adolescence]	Flex and Plastic Counters	500.00	<p><b>Topic Covered</b> Changes During Adolescence</p> <p><b>Description</b> This tool consists of a board with 30 counters related to the topic. It can be used to initiate discussion on the physical and emotional changes in boys and girls during adolescence and the myths related to this change.</p>

	Coin Game [Education on Life Skill]	Flex and Plastic Counters	500.00	<p><b>Topic Covered</b> Education on Life Skill</p> <p><b>Description</b> This tool consists of a board and ten yellow counters. It can be used for initiating discussions on understanding the importance of Life Skills, specific life skills for boys and girls and the common life skills shared by them.</p>
	Coin Game [Personality Development]	Ply, Paper and Plastic Counters	400.00	<p><b>Topic Covered</b> Personality Development</p> <p><b>Description</b> This tool consists of a board with images portraying qualities that make a good human being and vice versa along with 12 red and green counters, each. Through this tool the facilitator can easily help the participants differentiate between the two types of personalities, and the benefits and consequences of adopting them.</p>
	Color TV (Both Side) [Decision Making]	Sunboard	350.00	<p><b>Topic Covered</b> Decision Making</p> <p><b>Description</b> This tool consists of a picture which portray situations where one needs to take a firm decision which when pulled portrays the right decision for that situation. Through this tool the facilitator can make the participants understand the importance of taking a right decision and the three things that one need to keep in mind while taking a decision.</p>
	Color TV [Male Anatomy]	Sunboard	300.00	<p><b>Topic Covered</b> Male Anatomy</p> <p><b>Description</b> This tool consists of an image of the male anatomy which when pulled turns into a colorful image showing the different organs in a male reproductive part. It can be used to initiate a better understanding amongst the participants regarding the working of a male reproductive part.</p>
	Color TV [Process of Menstruation]	Sunboard	300.00	<p><b>Topic Covered</b> Process of Menstruation</p> <p><b>Description</b> This tool consists of a picture of a female reproductive organ which when pulled shows another picture which portrays the process of menstruation. It is used for initiating a discussion on the process of menstruation, myths related to it and the need of hygiene during the menstruation period. The tool can also be used explain the functions of different female reproductive organs.</p>
	Electro Game [Effective Communication]	Art Card, Plastic	500.00	<p><b>Topic Covered</b> Effective Communication</p> <p><b>Description</b> This tool consists of a question related to characteristics that are required for an effective communication along with pictures that both support and do not support those characteristics. If the participant answers correctly then a green light is lit. Through this tool the facilitator can easily make the participants aware of the different characteristics that are required to communicate effectively.</p>
	Flash Card [Life Skill Education]	Art Card	500.00	<p><b>Topic Covered</b> Life Skill Education</p> <p><b>Description</b> This tool can be used for initiating discussions on understanding the importance of Life Skills which helps in facing the challenges in a good and easy way and to keep responsible and positive behavior throughout the life.</p>
	Flip Book [Communication Skills]	300 GSM Card Sheet	450.00	<p><b>Topic Covered</b> Communication Skills</p> <p><b>Description</b> This tool aims to initiate a discussion on the understanding of the term ?Communication Skills? and its type and elements. Apart from this the tool also focuses to discuss on the qualities of a good communicator and the ways of saying ?NO?.</p>

	Flip Change [Education on Social Skill]	MDF, Art Card	250.00	<p><b>Topic Covered</b> Education on Social Skill</p> <p><b>Description</b> This tool consists of two pictures one depicting the negative social behavior and its consequences and the other depicting positive social behavior and its benefits. It can be used by the facilitator to discuss upon what social skills are; its importance and the need to practice good and positive social behavioral skills.</p>
	Flip Change [Nutrition]	MDF, Art Card	250.00	<p><b>Topic Covered</b> Nutrition</p> <p><b>Description</b> This tool consists of two pictures one depicting various food products that are a vital source of micronutrients consuming which helps maintain a healthy body and the other depicting food products that are unhealthy and fat filled consumption of which leads to an unhealthy and fat body. It can also be used by the facilitator to discuss upon the importance of a balanced diet to get proper nutrients of all types.</p>
	Four Box Puzzle [Risk Behavior during Young Age]	Plastic Box	400.00	<p><b>Topic Covered</b> Risk Behavior during Young Age</p> <p><b>Description</b> This tool consists of four boxes having pictures depicting the various risky behaviors that one may get involved into during adolescent age. It can be used to make the participants understand the consequences of these risk behavior and the ideal behavior that should be practiced for a violence free and safe society.</p>
	Love & Peace Game [Negotiation Skills]	Iron Rod and Cloth Flower	100.00	<p><b>Topic Covered</b> Negotiation Skills</p> <p><b>Description</b> This tool requires a set of Violence to Peace magic trick, match box and spirit. In this trick the facilitator turns a burning flame into a flower. It can be used to spread a message on the need and importance of good negotiation skills and effective communication in order to make our social environment safe and violence free for all people, especially women.</p>
	Missing Puzzle [Understanding of Relationships]	Sunboard	150.00	<p><b>Topic Covered</b> Understanding of Relationships</p> <p><b>Description</b> This tool focuses on spreading awareness amongst the participants regarding the importance of various relationships for a human being and skills that are required to maintain them.</p>
	Multi Flip Change [Nutrition]	Sunboard	450.00	<p><b>Topic Covered</b> Nutrition</p> <p><b>Description</b> This tool focuses on the nutritional requirements during adolescence age, its importance and the impacts of insufficient nutrition on young children. Apart from this, the tool also has various pictures of healthy and unhealthy food for the better understanding of the participants. The pictures of unhealthy food are on one side which when changed changes to show the pictures of healthy food.</p>
	Opportunity Obstacle [Effective Communication]	Flex and Wooden Counters	500.00	<p><b>Topic Covered</b> Effective Communication</p> <p><b>Description</b> This tool can be used to make the participants aware of the benefits of effective communication and the characteristics that are involved in it. The game moves forward with the help of a dice and counters and it also have some question cards through which the facilitator can enhance the knowledge and understanding of the participants.</p>

	Paper Folding (For 20 pc) [Negotiation Skills]	Paper	75.00	<p><b>Topic Covered</b> Negotiation Skills</p> <p><b>Description</b> This tool consists of two pictures one portraying a person agreeing to take drugs and the other neglecting it arranged in such a way that when folded and then cut in a particular manner only the images portraying negligence of drugs is left on the paper. It can be used to initiate a discussion on negotiation skills, characteristics required for it, three characteristics for taking a good decision and the ability and importance of saying 'NO'.</p>
	Pocket Chart [Changes in Body During Adolescence]	Matty and Art Card	500.00	<p><b>Topic Covered</b> Changes in Body During Adolescence</p> <p><b>Description</b> This tool consists of a pocket chart along with cards having messages regarding the changes that occur in the body during adolescent age. The cards are kept in the pockets one by one and a discussion is held over every message that is printed on the card. Through this tool the facilitator can aware the participants regarding the various changes that an adolescent face both emotionally and physically.</p>
	Pocket Chart [Goal Setting]	Matty and Art Card	500.00	<p><b>Topic Covered</b> Goal Setting</p> <p><b>Description</b> This tool consists of a pocket chart along with some cards with questions related to selection of goal, time required to achieve that goal, barriers one face, etc. the participants are supposed to write answers related to that question and keep it in the pocket beside it. Through it the facilitator can efficiently aware the participants regarding the process of goal setting and things to keep in mind in order to achieve it.</p>
	Pocket Chart [Negotiations Skill]	Matty and Art Card	500.00	<p><b>Topic Covered</b> Negotiations Skill</p> <p><b>Description</b> The purpose of the tool is to discuss about the importance and the characteristics involved in skills related to negotiation and develop the understanding of the participants regarding the importance of saying 'NO'. In this the participants are asked to put the answer cards having pictures after the related question cards.</p>
	Pocket Chart [Peer Pressure]	Matty and Art Card	500.00	<p><b>Topic Covered</b> Peer Pressure</p> <p><b>Description</b> This tool consists of a pocket chart along with cards having messages regarding the negative behavior that we indulge into under peer pressure and the consequences of doing so. The cards are kept in the pockets one by one and a discussion is held over every message that is printed on the card. Through this tool the facilitator can also aware the participants regarding the ways to be saved from negative behavior under peer pressure.</p>
	Pocket Chart [Social Skill]	Matty and Art Card	500.00	<p><b>Topic Covered</b> Social Skill</p> <p><b>Description</b> This tool consists of a pocket chart along with cards having messages related to different activities and the possible outcome of those activities in our social life. Through this tool the facilitator can effectively aware the participants regarding the desired social practices and its positive outcome and also of the undesired social activities and its consequences.</p>
	Six Box Puzzle (Front Back) [Effective Communication]	Plastic Box	600.00	<p><b>Topic Covered</b> Effective Communication</p> <p><b>Description</b> This tool consists of pictures on all the six boxes portraying the positive characteristics of a healthy and effective communication, which when arranged in a particular manner shows an image of a person addressing the community. The tool can be used by the facilitator to easily differentiate between the effective and ineffective communication skills and also convey the benefits and consequences of both.</p>

	Six Box Puzzle [Risk Behavior]	Plastic Box	600.00	<p><b>Topic Covered</b> Risk Behavior</p> <p><b>Description</b> This tool consists of pictures on all the six boxes portraying the risk behaviors that an adolescent can practice or get involved in. It can be used by the facilitator to aware the participants regarding the consequences of those risky behaviors on health and social and family relationships.</p>
	Sorting Game [Risk Behavior Before Marriage]	Flex	500.00	<p><b>Topic Covered</b> Risk Behavior Before Marriage</p> <p><b>Description</b> This tool consists of a flex chart and question cards. The objective of the tool is to discuss with the participants the reasons for getting involved in risky behavior of being in a relationship before marriage and its consequences like the risks of pregnancy during adolescent age.</p>
	Surbaghi [Effective Communication]	Flex	500.00	<p><b>Topic Covered</b> Effective Communication</p> <p><b>Description</b> This tool consists of 32 counters and some question cards. During the game the participants are asked various questions related to effective communication. It helps in making the participants aware of the different forms of effective communication and its importance.</p>
	Three Card [Decision Making]	250 gms Card Sheet	150.00	<p><b>Topic Covered</b> Decision Making</p> <p><b>Description</b> This tool consists of three playing cards along with a message card. The message card focuses on the three Cs that need to be kept in mind while taking a decision for a positive outcome. Apart from this the facilitator can also discuss with the participants the importance of saying ?NO? and ways of saying so.</p>
	Tick Cross [Negotiation Skill]	Ply, Paper and Tick Cross Counters	400.00	<p><b>Topic Covered</b> Negotiation Skill</p> <p><b>Description</b> This tool consists of a board with images related to different situations in life when negotiation becomes important along with red cross counters and green tick counters. Through this tool the facilitator can easily make the participants understand the need and importance of effective communication for negotiation.</p>
	Wheel Game [Risk Behavior]	Sunboard	300.00	<p><b>Topic Covered</b> Risk Behavior</p> <p><b>Description</b> The purpose of the tool is to discuss about the risk behavior amongst adolescents / youth and to create awareness on staying away from such behavior that can cause adverse impacts over their life and health. Every picture which appears in the window will be related to the risk behavior during adolescence.</p>