



United Way
Alberta Capital Region



Falling Through the Cracks

Learn about the barriers many children face to success through this engaging interactive activity

From financial uncertainty to food insecurity to family violence, there are many systemic barriers that can impact a child's well-being and ability to thrive in life.

United Way's **Falling Through the Cracks** is an interactive, game-based activity that illustrates the complex social challenges that can hinder a child's success. Participants will consider solutions to these issues as they gain insight into how mental

well-being, financial insecurity, and educational barriers affect a child's ability to thrive.

By participating in the Falling Through the Cracks activity, your organization's team not only contributes to a worthy cause but also gains valuable skills and insights that benefit both their personal development and your culture.



Strengthen Empathy

Your team will gain greater understanding of how real-life obstacles can affect a child's development and educational success, fostering a more compassionate organizational environment.



Explore Solutions

In discovering how community services and United Way programs can help children thrive, participants will be more informed of local social issues, increasing awareness and driving positive social change.



Team Collaboration

By working together to navigate complex scenarios and reflect on solutions as a team, employees enhance their critical thinking, build stronger relationships, and improve communication skills.

How it Works

This 45- to 60-minute activity is designed for up to 30 people divided into five groups.



GOAL

Using the Kerplunk game, teams must navigate through scenarios reflecting real-world challenges and supports to retain as many life opportunities as possible for their "Child."



SETUP

Each group receives a Kerplunk game set, Instruction Sheet, Child Profile, Situation Cards, Debrief Questions, beads, and sticks.



GAMEPLAY

- Groups draw and read Situation Cards which simulate their Child's experiences.
- Based on the nature of the card drawn, sticks are added or removed from the Kerplunk tube. A positive experience card might be getting a new parka from the Coats for Kids & Families program, while a negative card might be going to school without breakfast.
- Beads are dropped into the tower representing opportunities that can be either retained or lost depending on the Child's situation.



DEBRIEF

Teams discuss the impact of Situation Card scenarios, reflect on the Child's experience, and explore how United Way's programs can offer support.

Sign Up Today

Contact your United Way workplace campaign representative to engage your team in this insightful and impactful activity. Or email engagementfacilitation@myunitedway.ca.



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