

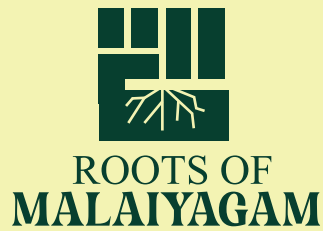


ROOTS OF
MALAIYAGAM

INSTRUCTIONS ON HOW TO PLAY

FACILITATION RESOURCE 02: ROOTS OF MALAIYAGA
- A GAMIFIED LEARNING TOOL





A COOPERATIVE GAMIFIED LEARNING TOOL EXPLORING THE FORGOTTEN HISTORY OF THE MALAIYAGA TAMIL COMMUNITY

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ELEMENTS OF THE GAME

1 TYPES OF CARDS

A. STORY TILES



B. RESOURCE CARDS

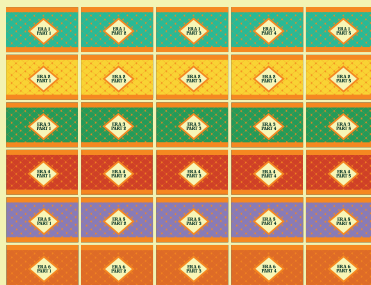


C. CONTRIBUTION CARDS



2 STORY TILES GRID

The main play area where the Story Tiles are displayed in a chronologically cascading pattern. This is a 5x6 grid that indicates 06 Eras which has a 05-part storyline.



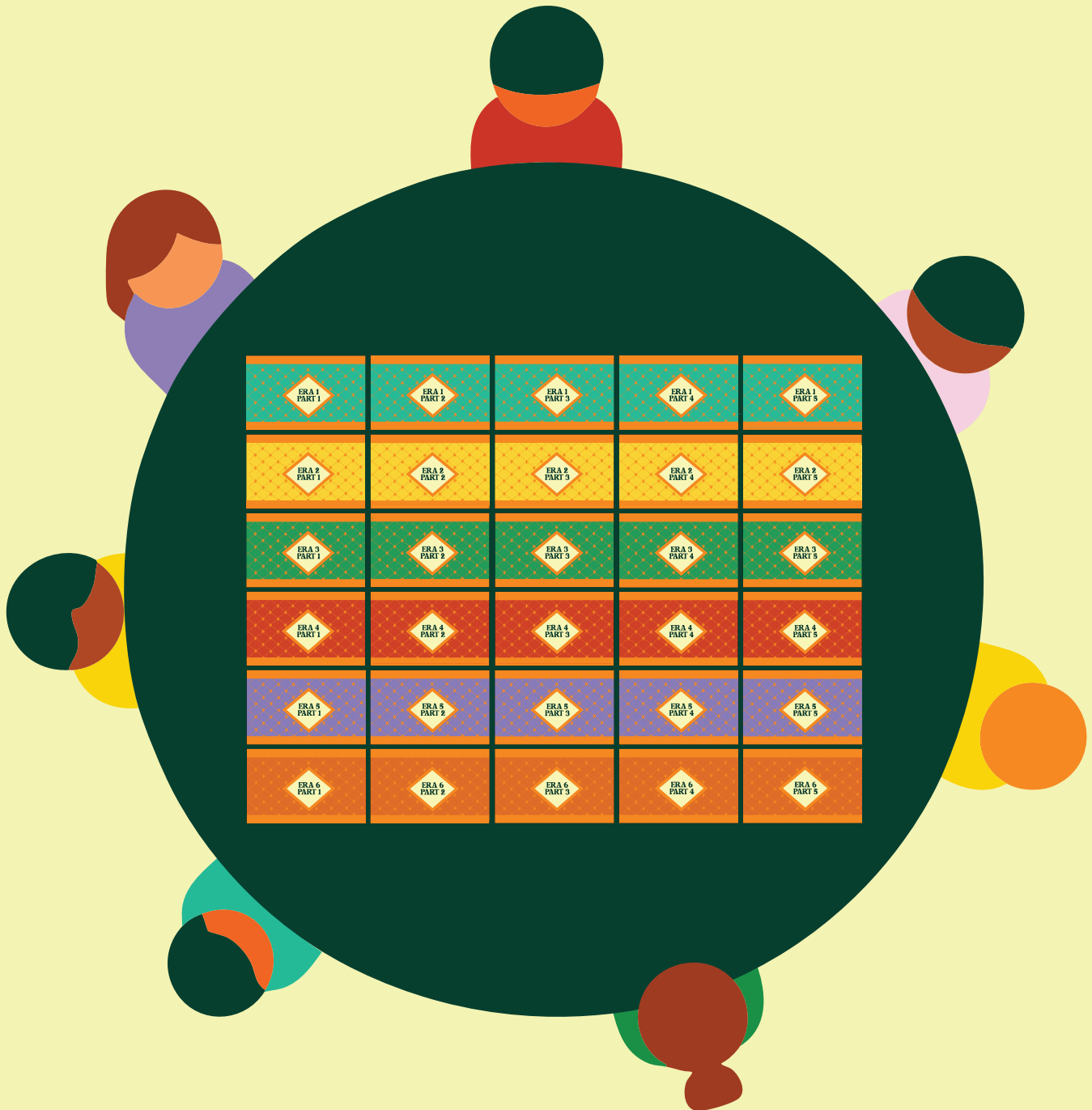
3 CENTRAL PILE



4 DISCARD PILE



THE SET-UP



- ✦ The gameplay experience works better with groups around 3-8 people gathered in a circle with a table in the middle.
- ✦ Arrange the Story Tiles from in the correct order from Era 1 to Era 6. Each Era has 5 parts which should be arranged in the same line horizontally. Keep the cards facing down with Era and Chapter indicators facing up. If placed correctly, you will end up with a grid of 5 cards horizontally and 6 lines vertically, parallel to each other.
- ✦ Decide which player goes first. You can use a simple condition to choose who the first player is by asking "Who came to this space first?".

THE RESOURCE DISTRIBUTION



- 1 At the beginning of the gameplay (or a continuation of a halfway completed game), you are going to create a Central Pile by mixing your Resource Cards (Dignity, Resilience and Community Power Cards) and Contribution Cards.
- 2 Make sure the pile is properly shuffled and distribute 03 cards to each player. If you only have 3 players or less, feel free to distribute 04 cards each.

- 3 Players can decide to keep their Hand (cards in their possession) as open or as a secret to other players.
- 4 You can collect more cards to your Hand by completing Story Tiles to make your hand Stronger. However, as a rule you cannot keep more than 08 cards in your hand. If you have more than 08 cards in your hand, you have to discard extra cards in your possession immediately to the Discard Pile.

BEGINNING OF THE GAMEPLAY

- 5 The first player picks the Era 1-Part 1 card and turns it around and read aloud the text on the card.
- 6 The facilitator will read out the associated story narration afterwards where the players need to listen actively. At the end of the story narration, the facilitator will also give a challenge which the active player needs to carry out, either by providing an indicated number of resources or performing an alternative activity by themselves or with other players. These narrations and challenges can be found in the ROOTS OF MALAIYAGAM: FACILITATION RESOURCE 03 - Narrations and Challenges Sheet.
- 7 Once the challenge conditions are met (this is usually decided by the facilitator with the input of the other players), the active player completes their story tile and collects a card from the Central Pile as their reward.
- 8 The next player begins their round by turning the next card in the Story Tiles Grid and reading out the associated text.
- 9 **IMPORTANT:** If any player who is supposed to go next has a Contribution Card in their hand, they must play it first. Do this by reading the card in its entirety and placing it somewhere around the Story Tiles Grid (Do not put in the discard pile). As a reward, they can collect a card from the Central Pile, but they will not complete the Story Tile by performing the challenge. Instead, pass it on to the next player.
- 10 Continue this until all the Story Tiles in the Grid are turned over and completed.
OPTIONAL: You can also do a Reflection Pause at the end of each Era. The Reflection Pauses Prompts can be found in the ROOTS OF MALAIYAGAM: FACILITATION RESOURCE 01 - FACILITATOR'S GUIDE.

GAME BREAKS AND CONTINUATIONS

- ✦ The game is designed in a way that you can pause the gameplay at the end of any of the Eras. This means you can have the same group play the 1st Era and come back in another time to finish the 2nd Era and so on. (To complete 01 Era, it will take roughly around 30 minutes).
- ✦ When you pause the game, remember the Era(s) you completed. You can recollect all the resources cards and Un-played Contribution Cards and pack them away.
- ✦ You will have to remember the already Played Contribution Cards and keep them marked so the next time you continue, you can pull them out and place them around the Story Tiles Grid.
- ✦ When you restart the game, set up the Story Tiles Grid as it was when you paused the game and place the Played Contribution Cards around the grid as it was in the last time. Reshuffle the Central Pile and distribute 3 (or 4) cards for each player.
- ✦ Begin the game as usual and continue as before.

NOTE: IT COULD BE QUITE USEFUL TO HAVE A QUICK RECAP OR COLLECTIVE REMINDER OF THE STORY SO FAR WHEN YOU RESUME A PAUSED GAME TO REMIND EVERYONE OF WHAT HAPPENED AND GET THEM ON THE SAME FOOTING.