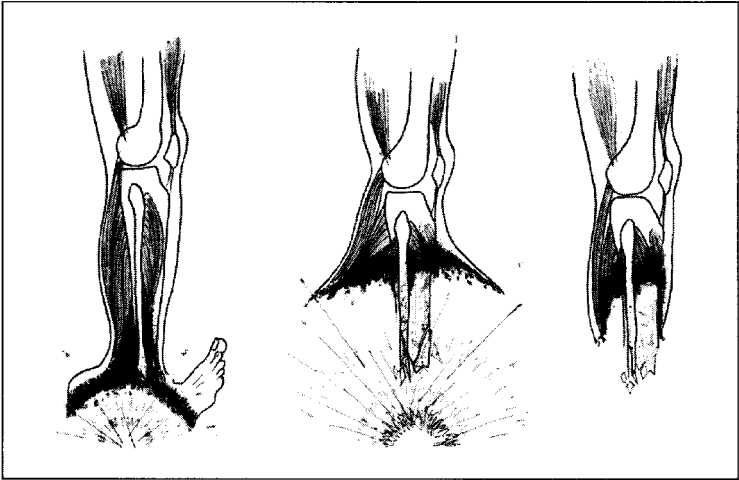


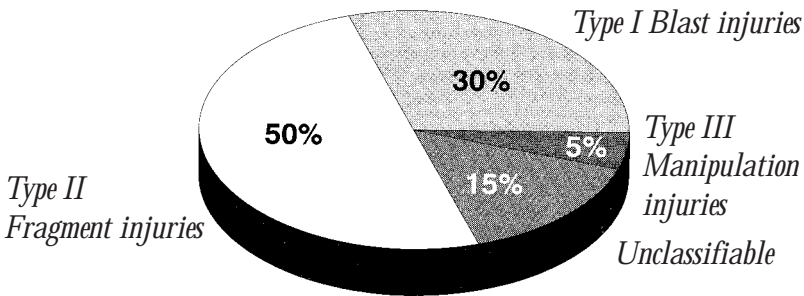
## 6. BASE B: THE HOSPITAL

### 6.1 AIM OF THE BASE

To demonstrate the difficulty of living with a disability, however minor.



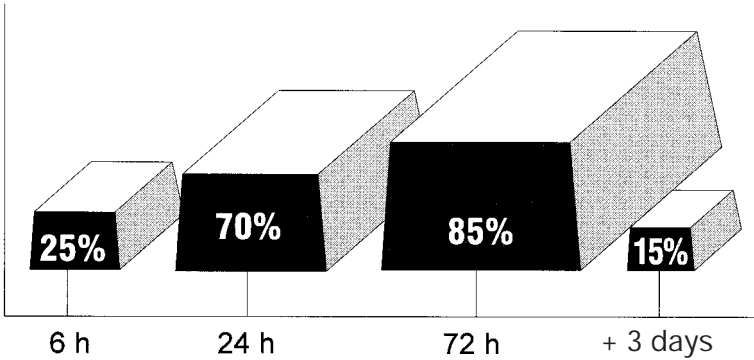
*Incidence of injuries due to anti-personnel mines (ICRC)*



### 6.2 THE THEORY

The following diagrams give information on the medical impact of injuries due to anti-personnel mines.

*Duration of the evacuation to hospital (ICRC)*



*Source : ICRC*

Rate of amputations in countries covered with mines		
Cambodia	1 amputation	in 236 inhabitants
Angola	1 amputation	in 470 inhabitants
Somalia	1 amputation	in 650 inhabitants
Uganda	1 amputation	in 1100 inhabitants
Vietnam	1 amputation	in 1250 inhabitants
Mozambique	1 amputation	in 1862 inhabitants

*For comparison purposes in the United States there is one amputee for every 22.000 inhabitants. (This takes into account all kinds of amputations whether due to illness or avil or military accidents).*

### 6.3 DESCRIPTION OF THE BASE

The base consists of an area (surrounded by mines) and a hospital situated a bit further away.

#### Playing area

The aim of this base is to ensure that the participants understand that a person can walk on a mine while attending daily activities, for example, children playing with a ball. The teams will therefore play in an area surrounded by fake mines (plan a ball game, so that some players have to leave the area). Inevitably, a player will quickly set off a mine. His or her team-mates then have to take him or her to the hospital.

#### The hospital

The hospital comprises several small bases. At each a different game is taking place to highlight a different type of disability.

- **Blindness**

Blindfold the players, then get them to play a very simple game (e.g. noughts and crosses) with raised pieces (make a raised grid using a square sheet of cardboard and four lengths of string). When they have completed that game, the players then move on to choose a more complex game from a range of well-known games. When they try to play these games blindfolded, they will quickly realise how many are impossible to master without sight. The choice of games is of little importance. What is important is that the participants realise the difficulties that blindness creates. In order to achieve this, it is important to start with something feasible, before moving on to a more complex game..

- **Amputations**

For amputations, the possibilities are numerous. You could for example plan a crutch

and/or wheelchair race (with steps to negotiate if possible). Another activity focuses on finger amputation. Immobilise the player's thumb with a piece of sticking plaster. Then ask him or her to do a few everyday tasks, e.g. unbuttoning a shirt, tying shoelaces, writing or drawing.



Photo ASG

*Injured participant carried to the hospital*



Photo HI

*Signs warning of the presence of mines everywhere in the world !*

#### 6.4 MATERIAL

- 1 ball
- 40-60 fake mines (see instructions on the next page)
- some "Danger Mines" signposts to place around the game area
- 2 raised simple games (e.g. noughts and crosses)
- 2 raised games of a more complex nature
- 2 pairs of crutches
- if possible: 1 wheelchair
- sufficient sticking plaster
- paper and pencils

#### SPECIFICATION: FAKE PRESSURE MINES

*The fake mines are made from small balloons (max. 10 cm in diameter when inflated) stuck to a square of very fine wire mesh (similar to the type used in sieves, etc., which can be found in garden centres, etc.) using double-sided tape. Also fixed to the mesh with tape is a drawing pin, with its point just touching the balloon, so that it will explode it if the wire 'shell' of the mine is stepped on. It is of course important to camouflage the mine by burying it slightly (under leaves, etc.).*

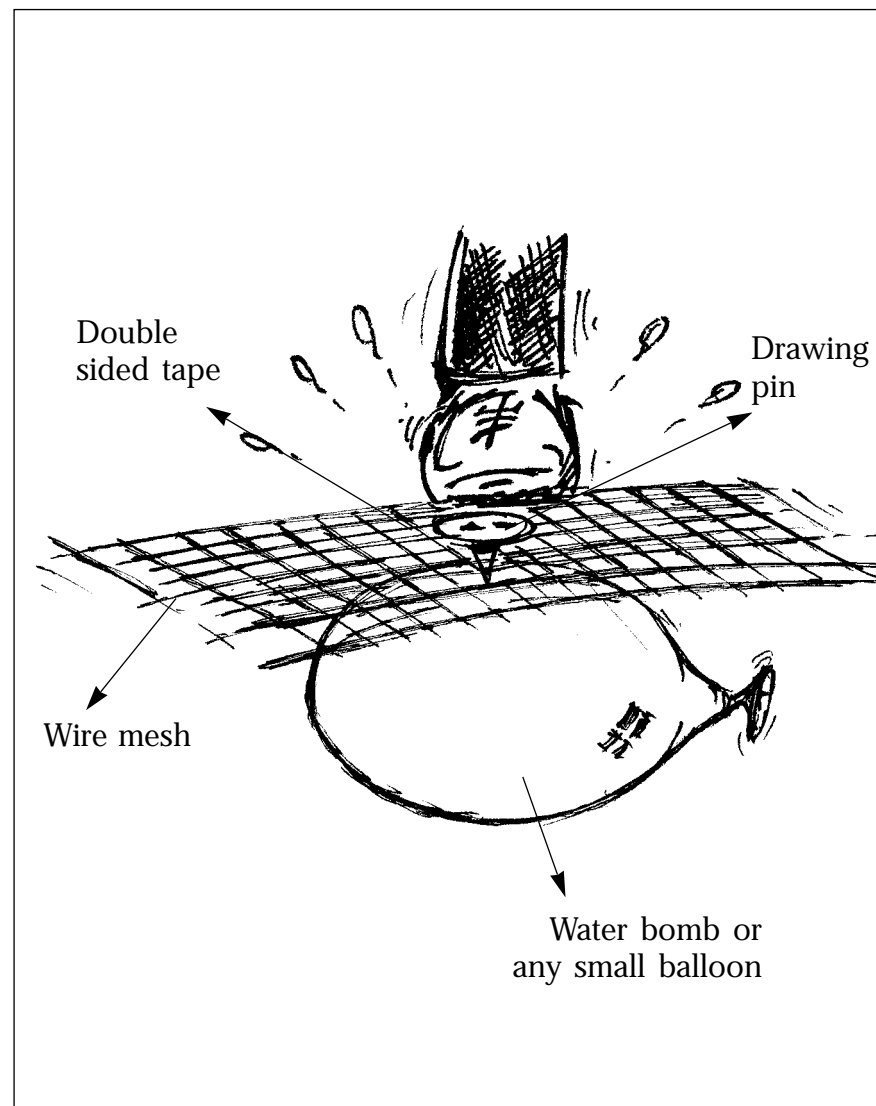


Photo ASG



*Hospital base, living with a disability: a crutch race*



Photo ASG

*Playing a game blind-folded*

#### **6.5 CLOTHING**

1 neutral person to get the teams to play in the game area. The other leaders are dressed as doctors, nurses, etc.

#### **6.6 LEADERS**

Minimum of 4 persons. Ideally, there should be one person per game, to lead it and, in particular, relate it to the problem of mines.



*Drawing with a bandaged finger*



Photo ASG

## 6.7 DISCUSSION

The participants should be aware of the problems caused by a disability, however minor. In reality, a disabled person will have trouble finding a job, may not be able to marry, etc. A disabled person therefore represents a burden on his or her family, and is quickly iso-

lated. It should not be forgotten that, even though disabled persons have infrastructures available to them in industrialized countries, social security systems are often non-existent in those countries affected by anti-personnel mines.



Photo ASG



Photo ASG