

Children, disabilities and well-being: Project Why workshop outcomes, New Delhi

What PW children and teachers have told us
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What is Project Why?

- Project Why, a charity based in Girinagar, New Delhi, India (<http://projectwhy.org/>)
- After its 8 years of operation, Project Why currently teaches 600 children from 6 schools from class 1 to class 12, has a women's support centre (WC) and a computer centre.

Workshop Activities

- SWOT analysis
- Photo mapping
- Card Game
- Snake Game

Objectives of the activities

- Promoting communication among NGO staff (SWOT)
- Exploring children's assessment of their reality and the impact of PW on them
- 20 researchers from various countries: India, UK, Italy, Brasil, South Africa, Irlande...

SWOT analysis



Strengths

➤ 44 items

- High ranking:

- Social work very important
- Possibility to work in a familiar place where you feel you can do something useful for people
- open heart surgery.

- Low ranking:

- Good quality of teachers (why?)

Weaknesses

➤ 31 items

- High ranking :

- Lack of parents support
- Head management should go once a week to every centre (why?)
- Weak participation of the team (capacity of self criticism)

- Low ranking:

- lack of regular funding as an engine (fragility of the funding and fundraising model)
- lack of fully motivated work
- lack of innovative behaviour/attitude

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Opportunities

- High ranking:
 - Revive 1 Rs program: a lot more than funding...
 - Planet Why as a new strategy: good solution for disabled children and..
- Other items identified are less supported but good agreement between what staff and management think:
 - importance of the organization;
 - importance of PW impact on children BUT willingness to extend on the community;
 - relevance of career, self improvement and development.

NB: When you need to establish priorities, improving skills comes after problem of money or strategy orientations.

Threats

➤ High ranking:

- Financial difficulties, especially in the short term.
- Increasing self confidence.

➤ Low ranking:

- Convincing parents to develop children creative skills: awareness of the need for an holistic approach of education, not only knowledge.
- Respecting more parents' feelings.

PHOTO MAPPING



Pictures Associated to Project Why

- Principle: take pictures of what you like/dislike in your environment
- GovindPuri girls (including 4 special needs children): pictures of children they know who don't attend PW - comments suggesting that PW should reach out more children than it's doing at the moment.
- WC girls: main focus on library and facilities of Women Centre. Slight criticism to the lack of toys for older children. Positive comments about the exposure to foreign volunteers.

- WC and GovinPuri Boys (including 1 special need child): All issues mentioned were connected with the content of teaching: children like classes and acknowledge the wide variety of topics taught

In conclusion

All comments were associated to the facilities or teaching of PW. No reference to PW intervening more widely in the community with parents, neighbours and other children. PW might be too focused only on its children and not fostering systemic change in society as it aims to have.

CARD GAME



- 5 groups: Giri Nagar boys and girls, WC boys, Special section, Control Group
- Participatory preparation of cards: design of every day scenes.
- Collective selection of 13 cards out of 30: different dynamics in different groups.
- Collective interpretation of each card but possibility to express dissenting opinions.
- Choice of the box: less easy process. Children asked to put the card in a box they choose according to approval/neutral/disapproval
- Not their feelings about the scene in the card but identification with the people represented.

- 4 cards chosen by all the groups:
 - Cricket Field: 😊
 - Temple: 😊 (serious if identification).
 - Parents quarrelling: 😞 parents should not fight in front of children, bad consequences also on their studies
 - Cursing the disabled child: 😞; the disabled is also poor and if you behave in this way, it might happen to you.
- Cards chosen by 3 groups out of 4:
 - Girls writing a diary: 😊 space, privacy
 - Water Tanker: 😊 😞, interesting info.
 - Boy watching TV: 😊 (rules)
 - Card with a nice class: 😊 . Interesting comments about government school.
 - Class with children interacting interpreted as a class with some studying and others disturbing them 😞. Interesting comparison PW- Government school studying environment.

In conclusion

- Aspects of life more relevant for children: education, social relations, leisure time, love and care, respect, spirituality, mental well-being.
- No relevant differences between PW and CG children.
- Children show a strong sensitivity and awareness of environmental pollution problems.
- PW offers a good environment where they can study without fear of being judged.

SNAKE GAME



- Preparation: teachers' participation in elaborating questions on different themes

WC girls: theme gender.

- Eagerness to complete their studies, supported by their mothers, marriage in their mid twenties or thirties.
- They help at home with chores but not when they are studying.
- They don't like living with maternal uncle.

GovinPuri slum boys: theme age.

- Childhood = ability to play,
Adulthood= responsibility to work
Old age= right to seat without stress and talk to passers
by while others look after all your needs.

- Boys can move around with friends, not girls.
- General acceptance of cultural norms and social values: normal to help grandparents when they go and visit them; normal consulting grandparents in family decision.
- Surprising insight into the fears of old people: disease, inability to move freely, and death.

Okhla boys, theme: aspirations.

- Main aspiration: a good profession.
- If they received money, they would use it to get it as well as to secure a comfortable livelihood (house, toys). But also attention to the needs in the community, especially poor people.
- “My dream for the future is...” to be successful! They all believe they will be successful in the future.
- Heroes they mentioned are mostly Bollywood stars. Yet, when adults, they’d like to be like one of their parents.

Conclusion snake game

- Children were able to concentrate and happy to express their opinions because normally nobody is interested in them.
- Game was very dynamic and enjoyable.
- Groups of girls were usually more participatory and focused.

Overall conclusion

- Importance of strengthening the dialogue between management and teachers started during the SWOT;
- Importance of the individual and collective process of self-esteem building and taking up responsibility;
- Importance of extending PW impact in the community, reaching out parents and involving children in activities that will disseminate some of the great knowledge acquired at Project Why.
- Report written and given to PW



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and
all the PW Staff**

**Special thanks
to all PW children!!**

