

Last year, we won the PIVOT award for a project that we designed to address world hunger and improve mental health and wellbeing. We discovered that the World Food Program (WFP) had an app called "Free Rice" where we could improve our academics and feed a child in need and we monetised a level of Roblox that we designed ourselves. But this was not without some risks.

During online learning, we were spending 6-10 hours a week online and this was not healthy. Parents were concerned about addiction, cyberbullying and weight gain from sitting too much. Teachers were worried about students gaming and not doing their learning and they were reporting that students were not sleeping. Many students were playing violent content that was not suitable for their age and what would this do to our school's reputation if we were encouraging a gaming tournament with this addictive technology? The other issue was adult supervision: many teachers were scared to participate in online gaming with students because the teaching unions warned that they could be legally responsible for any accidents online. Sadly, without this supervision, younger students would continue to be exposed to violence, bullying and addictive behavior so our other goal was "Good Health and Wellbeing" online.

Using class surveys, we established that 50 students were getting less than 6 hours of sleep but our teachers and parents were wrong to blame gaming. 39.4% of students don't game but 91.5% watch YOUTUBE. In fact, 49.3% of the kids stay up to watch youtube and 56.3% stay up to be on their phone whereas only 29.6% stay up to game. The major risk at our school was not gaming but addictive technology which could be blocked or controlled by parents or apps like "self control". Our findings were confirmed and endorsed by the deputy director of the ministry of public health who praised us for "excellent research".

This resulted in a child friendly tournament platform with 351 visits and 300 qr worth of donations.

Our experiences this year were very different. In fact, we thought that our ideas had failed because the attendance for our gaming was very poor. This was due to:

Many of us didn't try to push the advertising for the tournament, which resulted in the tournament having barely any participants.

Another reason for not many people showing up compared to last year's tournament was that last year everyone was in lockdown and had time to attend the tournament, while this year everything was open and many people didn't have time to attend the tournament as they had other plans. (and were sick of being online).

However, the most important aspect of this tournament that we had failed to overlook was the fact that many people didn't want to play Minecraft, a game that he had put a lot of planning and

effort into. This is because the communication in our team was faulty, which meant that the surveys we sent out to the school, asking who wanted to attend which game, were not checked, giving us a false pretense that the majority wanted to play Minecraft.

Fortunately, our time and effort had not been wasted.

The largest surprise came from the fact that even though our gaming tournament was on the verge of a failure, our goal was still attained. This is because together with the gaming tournament we had promoted the free rice website by the WFP. This meant that students were able to give free rice by answering simple questions. Last year, after promoting the free rice website by the WFP together with the gaming tournament, we raised 131,000 grains of rice! This year, after the last day of the gaming tournament we had raised 2,000,000 grains of rice!

That is enough bowls of rice to feed 56 children for a whole year which is well above our original target of 10 children!

After our disappointment with the gaming tournament, we have recognised the fact that many of our team members are interested in the [free rice website made by the WFP](#). Furthermore, seeing the positive feedback we have seen of kids enjoying answering questions and raising rice, we have decided to host a free rice session that every homeroom had to participate in. This will be hosted on the 19th of May, and will see every single student from grade 6 to 10 participating. This will not only boost teamwork but it helps to improve mental health which was most needed at this time. Furthermore, this will raise many grains of rice for the WFP, helping even more children. Because the game links to our studies, it is also school approved and sustainable so we can play annually.

