

HIV/AIDS tree assembling Game

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Introduction

In this game we are proposing the tree structure for HIV/AIDS education support in high schools of Uganda. The content for game construction is based on the acceptable practice of HIV/AIDS education support in Ugandan schools.

The aim of the game is to test the student's understanding of HIV/AIDS epidemic and preventive actions. Before playing the game, a student is expected to read the course unit in order to get the points for game construction.

Rules of the game

1. There is only one root for the tree.
2. All the branches of the tree originate from the common root.
3. A branch can be fixed any time on the root of the tree.
4. A specific branch has specific leaves it can hold.
5. A leaf from one branch can not fit on another branch.

The root is the first level in figures 1 and 2.

Branches are at the second level of the above figures

Leaves are at the third level of the above figures and they are the respective bulleted points.

Game 1

Human immunity system

- Defense system against pathogens
- A particular kind of white blood cell called lymphocyte creates antibodies that destroy strange cells (bacteria, protozoa, virus).
- One particular type of lymphocyte T_4 also called CD_4 is responsible for immunity. It stimulates others to produce antibodies.
- The healthy person has CD_4 between 600 and $1,500/mm^3$ of blood.
- HIV virus attacks T_4 lymphocytes (CD_4)
- When T_4 lymphocytes are reduced to below $200/mm^3$, opportunistic infections begin to attack the body resulting into AIDS infection.

Ways of Infection

- Blood
- Sperm
- Discharge of reproductive system
- Brain – spinal liquid
- Breast milk of the infected mother

Body fluids that can not transmit HIV/AIDS

- Tear
- Sweat
- Saliva
- Urine

Symptoms of AIDS

- Mycose of digestive and respiratory tracks
- Chronic diarrhea
- Weaknesses and muscle atrophy
- Cancers
- Ulcers
- Tuberculosis
- Brain infections
- Blindness

Phases of AIDS development

- Acute retrovirus illness
- The period of latent infection
- Early symptomatic phase
- AIDS with all its symptoms

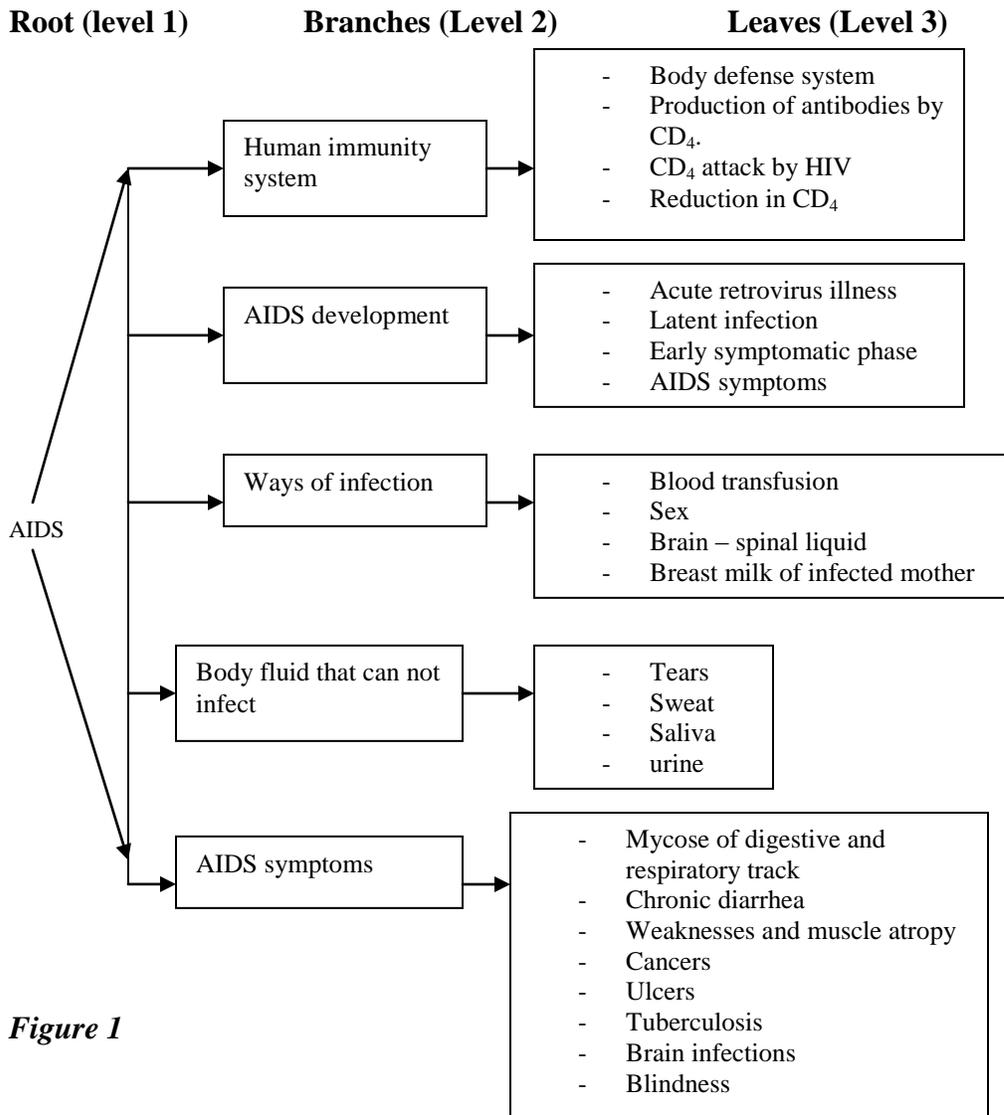


Figure 1

Game 2

Sexual temptation factors

- Emotions – strong feelings about someone
- Hormones – Difficulties in controlling strong impulses triggered by hormones
- Adult behavior – Adults who have bad sexual behavior are wrong models to the youth
- Alcohol – Loss of sense of judgment leading to sex
- Sugar daddies or mummies – sex with an older person for financial or material gain.
- Peer pressure – group pressure on a young person to have sex.

HIV/AIDS Prevention

- Acquire information on HIV/AIDS to learn about it (Know facts about HIV/AIDS).
- Join peer groups that fight HIV/AIDS epidemic
- Listen to radio and TV program to get AIDS education
- Learn skills to get money
- Delay sex till marriage
- Use Internet for HIV/AIDS preventive education.

Responsible Living

- Keep spiritual values because God is important in your life
- Value your own life. Never listen to children who talk negatively about life.
- Delay sex till marriage
- Children should never be sexually abused.
- Abortion is unacceptable
- Appreciate music and drama for HIV/AIDS Education.

Reasons to delay sex

- Religious values
- Avoiding HIV/AIDS
- Avoiding unwanted pregnancy
- Parental advise of having no sex while still at school
- You don't love the person
- You feel pressurized by someone.

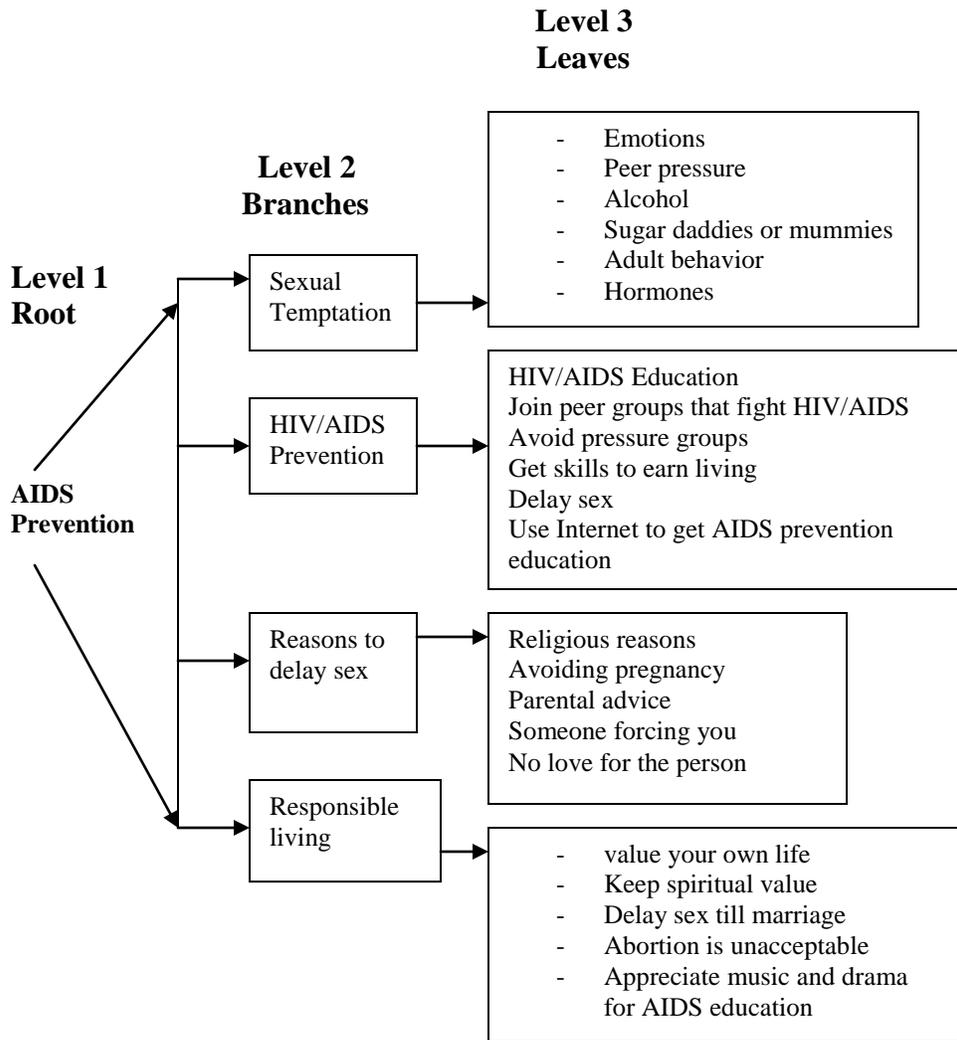


Figure 2