

# Asrina Facilitation Guide



Asrina is a flexible interactive health program that can be used in a variety of training settings. Specifically, we envision two potential use cases for how Asrina could be implemented. Detailed facilitation steps for each are below.

## One-on-One Facilitation

**Suggested use case:** *could be used in clinical situations where parents/children are cycling through stations to receive both medical treatment and education*

### Facilitation Steps:

- A facilitator introduces the videos, using the introductory video if necessary.
  - *You are about to watch a video scenario that is intended to connect your knowledge of health and nutrition (that you learned about in other stations) to your everyday experiences as a parent. After you watch the video, we want you to make a recommendation about what you would do if you faced a similar scenario. There is no single right answer. You should think about different factors like your medical knowledge, parenting experience, family influences, cultural traditions, etc. and make a decision that you think would be in the best interest of a child's well-being.*
- Facilitator selects one of the videos to play and watches it with the participant (approximately 3 minutes). The video can either be played on a laptop or mobile phone.
- After the video is over, it will pose a question such as: "What should (character's name) do?" The facilitator should ask the participant for their recommendation.
- Suggested follow-up questions:
  - *What are the benefits of this decision?*
  - *What do you think will change because you made this decision?*
  - *What problems might you face if you made this decision?*
  - *Who is helped by this decision? Is anyone hurt by this decision?*
  - *What is another choice you could have made?*
  - *Have you ever faced a similar scenario? What did you do?*
  - *What would you do if you faced a situation like this in the future?*
  - *What would you do to convince someone else to make this decision?*

## Large Group Facilitation

**Suggested use case:** large training session for health workers (up to 40 people total)

### Facilitation Steps:

- A facilitator passes out one of the Plickers voting cards to each participant.
- Facilitator introduces the videos, playing the introduction video that explains the rationale, steps, and use of Plickers
  - *You are about to watch a video scenario that is intended to connect your knowledge of health and nutrition to everyday experiences that parents in your community might face.*
  - *After you watch the video, we want you to make a recommendation about what you would do if you faced a similar scenario. There is no single right answer. You should think about different factors like your medical knowledge, parenting experience, family influences, cultural traditions, etc. and make a decision that you think would be in the best interest of a child's well-being.*
  - *First, you will turn and talk to one partner in the room about what you would do and then you can share your ideas with the whole group if you want.*
  - *Finally, you will see a list of four possible answer choices and you will be able to vote using the Plicker paper. More information will be provided in the instructional video.*



- Facilitator selects one of the videos to play and watches it with the participants (approximately 3 minutes). The video can be projected using the mobile projector and broadcast using the mobile speaker.
- After the video is over, it will pose a question such as: "What should (character's name) do?" The facilitator should ask the participants to turn

- to a partner and discuss their recommendation.
- Then, based upon the level of conversation in the room, the facilitator can ask for volunteers to share their ideas with the group.
  - Suggested follow-up questions:
    - *What are the benefits of this decision?*
    - *What do you think will change because you made this decision?*
    - *What problems might you face if you made this decision?*
    - *Who is helped by this decision? Is anyone hurt by this decision?*
    - *What is another choice you could have made?*
    - *Have you ever faced a similar scenario? What did you do?*
    - *What would you do if you faced a situation like this in the future?*
    - *What would you do to convince someone else to make this decision?*
  - Facilitator can project four of the possible answer choices and then ask the group to vote using their Plicker card.
  - Facilitator opens the Plickers app and scans the room with the mobile phone. A bar graph of answer results is displayed. Facilitator can then share polling results or most popular answer choice. Suggested follow-up questions:
    - *Why do you think \_\_ was the most popular answer choice?*
    - *What surprises you about these results?*
    - *Could you have chosen another answer and still been comfortable with the result?*
    - *Which choice do you think would cause the most problems or difficulties? Why?*
    - *What choice do you think would have the best health results for children?*
    - *Would you make any of these choices in the future? Why or why not?*
    - *Would any of the information that we learned about in the other sessions apply to this scenario? Are there other factors that are equally or more important to consider in this situation?*
    - *How might you help families or other parents in your community navigate a scenario like this one?*
  - Plickers results can be saved and compared against other training groups' results later.
  - Facilitator can end session by reminding group of concrete biomedical health advice that they learned about in other sessions that might apply to this scenario.

- Depending upon group's interest and time, facilitator can elect to show another video scenario and repeat the process.