

LADDERS ↑ SNAKES ↓

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|---|---|--|--|---|--|---|---|--|
| 1 FORMER COLLEAGUES People they know through work – or even, in some cases, other individuals who were formerly associated with armed groups – are important social groups for young people exiting conflict.  | 2 DDR OR OTHER PROGRAMMATIC SUPPORT DDR stands for Disarmament, Demobilization, & Reintegration. The UN has long provided or supported DDR programming in post- (& now ongoing) conflict settings. Young people see programming as an opportunity to get some skills training & support to assist their prospects after conflict & ease their transition home. | 3 FRIENDS Having friends is especially important for young people, especially if they don't have other sources of support.  | 4 A WELCOMING COMMUNITY A welcoming community – in addition to easing physical settlement and economic opportunities – can also help provide a sense of group identity and the feeling of belonging to something bigger than themselves, which is especially important to young people trying to find their place in the world. | 5 SUPPORTIVE PARENTS Supportive families are thought to be key to acceptance into the community, and key to economic and psychological wellbeing.  | 6 MOBILITY The ability to move around the country – and travel to new places to take advantage of opportunities (or escape unreceptive environments), is important for many young people. | 7 DOCUMENTATION Related to mobility is documentation, which facilitates movement inside (and possibly outside) the country.  | 8 WORK OR SCHOOL Having an alternate activity to keep young people off the streets (where they might interact with armed groups), enhance their economic prospects, and provide them with positive role models is important to a young person's transition to civilian life. | |
| 1 PRISON The prospect of going to prison can prevent young people from leaving an armed group or cause anxiety once they have left.  | 2 ARMED GROUPS In many places, armed groups are never far away; they operate in the region, people you know remain affiliated or involved with them. There is concern they will go after defectors or try to pressure young people to return to their ranks. | 3 NO DOCUMENTS Without documents, it is difficult to travel within the country and start a new life in a new place. | 4 STIGMA Stigma is one of the greatest issues for young people who have been involved with conflict. Being branded as affiliated with an armed group, and the fear and suspicion that impression may generate, can be a huge obstacle to social reintegration. | 5 NO SHELTER Being unable to provide for their own basic needs – including shelter – is a primary concern for young people leaving armed groups.  | 6 NO SCHOOL OR WORK There is concern that without alternate livelihoods and activities to keep them busy, formerly involved young people may become reliant on armed groups again. | 7 CONFLICT RESURGENCE There is significant concern that the conflict may flare up again in their region, reducing their ability to remain uninvolved.  | 8 UNSUPPORTIVE FAMILY OR COMMUNITY Being rejected by their family or community is a major concern for young people leaving. It may have implications for their safety, and their economic, social, and psychological wellbeing. | 9 REVENGE There is concern that people may seek to exact revenge against the young people for their purported involvement in an armed group.  |

The enclosed board game represents the perspectives and experiences of the young people of Bossangoa and Paoua, many of which were once associated with armed groups or impacted by conflict. Their ideas were gathered as part of a workshop session during which the participants identified factors that ease or complicate a young person's transition away from armed groups to civilian life. The snakes represent risks and challenges that young people like them experience when they try to exit armed groups. The ladders represent sources of strength and support that can help a young person exit an armed group and do well in their community.

By playing the board game created by the young people of Bossangoa and Paoua, it is possible to have a glimpse into the lived experience of trying to exit armed groups. As with real life, dangers mark the journey out of armed groups, but with some luck and support, the player may find a way to avoid them and progress toward a more peaceful civilian existence.

1. START

Each person puts their playing piece on the start space marked with an arrow.

Each player rolls a dice, and the one with the highest number has the first turn.

HIGH STAKES

INSTRUCTIONS

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3. FINISH

The first player who reaches the highest space marked with a star completes the journey. They have to roll the exact number to get there. For example, when they are in space "98" and roll a 4, they cannot move forward but have to wait until they roll a 2.

2. STEPS

Each player rolls the dice in turn and moves their piece forward according to the number shown on the dice. For example, when someone rolls a 5, they move their piece forward 5 squares, following the numbers on the board.

If the player lands on the head of a snake, their piece has to slide down to the bottom of the snake and start from that square in the next round. (If their piece lands on the middle or bottom of the snake, they don't have to do anything, they stay in that square).

If the player lands at the base of a ladder, their piece can climb up to the top of it. (If they land on the middle or top of the ladder, however, they stay there).

If the player rolls a 6, they can move their piece forward and then roll the dice again!

War Child UK is an NGO focused on addressing children's pressing needs during and after conflict – particularly with regard to their education, protection, and livelihoods.



To better prevent conflict onset and to interrupt conflict cycles, **Managing Exits from Armed Conflict project (MEAC)** generates a unique evidence base on journeys into and out of armed groups that helps practitioners prevent armed group recruitment and supports exits after conflict involvement.

**MANAGING EXITS
FROM ARMED CONFLICT**

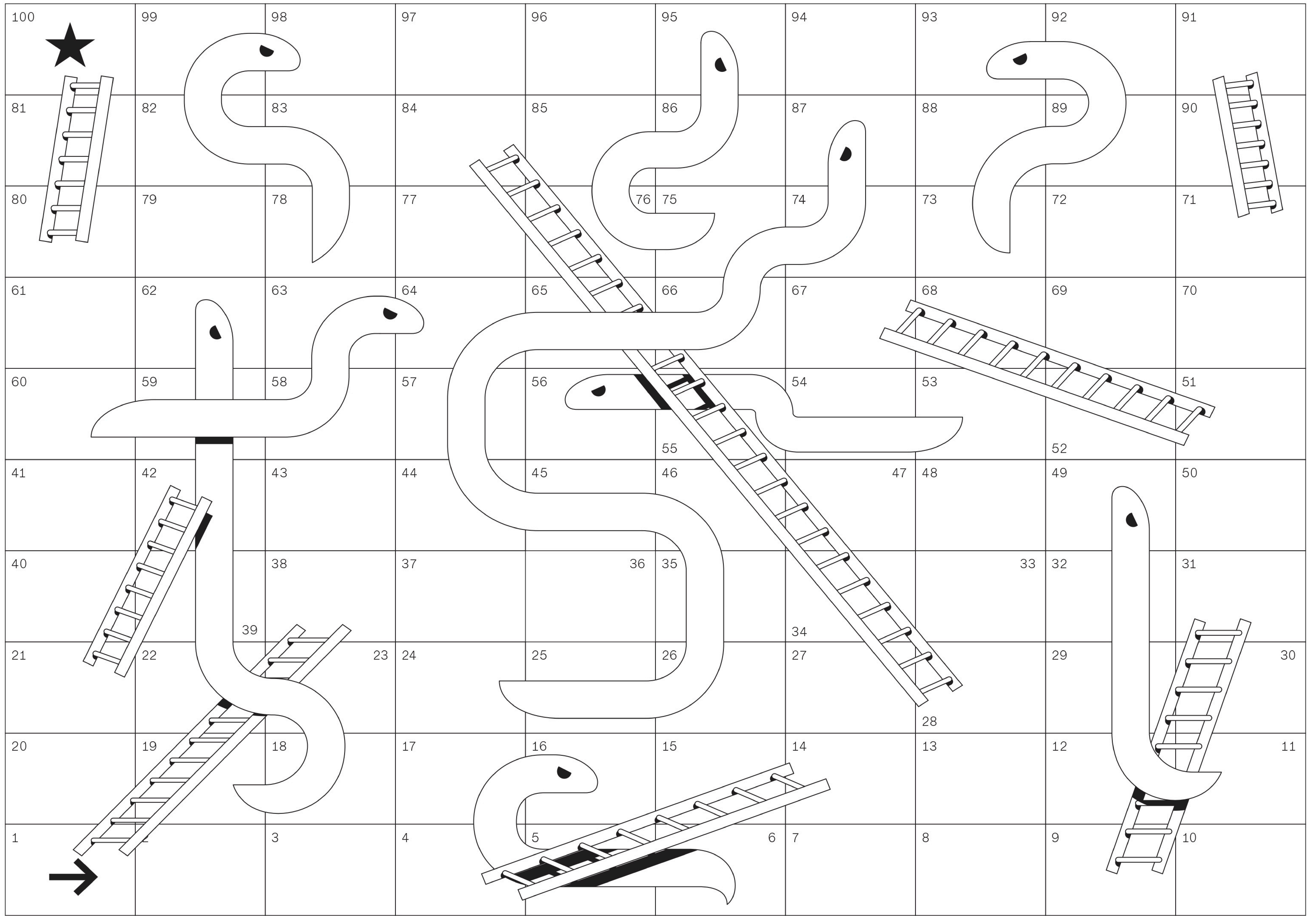
1. Operating in conflict-affected areas, the Child Protection Programme seeks to ensure young people affected by war to have a voice in decisions that affect them. Young people in the programme are trained to be effective spokespeople in their communities and peer groups, conduct research, monitor how they have selected and share their recommendations through VoiceMore¹ groups in Bossangoa and Paoua, Central African Republic (CAR).

and September 2019, the model was pilot-tested through War Child's them experience in the process of leaving armed groups. In August risks and challenges and sources of support that they and others like conflict-sensitive way, the tool seeks to help young people highlight the with young people about paths out of armed groups. In child-friendly and game Moksha Patam (Snakes and Ladders) to try to facilitate discussions model. For one session, we designed a tool based on the ancient Indian War Child UK on the development of a three-day participatory workshop Nations University Centre for Policy Research (UNU-CPR) collaborated with programming to support young people exiting armed groups, the United in its own policy-oriented research on the needs and effectiveness of rarely address their needs or capitalize on their potential. To address the gap aimed at children and youth who are transitioning to civilian life after conflict and programmes that affect or are As a result, the agreements, policies,

RARELY DO YOUNG PEOPLE WHO'VE BEEN INVOLVED IN ARMED CONFLICT HAVE A VOICE IN PEACE PROCESSES, POLICYMAKING, AND RELATED PROGRAMMING DECISIONS THAT IMPACT THEM.



High Stakes
Navigating Conflict Exits



HIGH STAKES

Navigating Conflict Exits