



Think | **BIG** – The Game

Adama’s son Akia is suffering from a high fever.

1. Want to have fun while developing intentional pathways to better health outcomes for Adama and Akia?
2. Want to examine the factors – barriers and motivators – influencing Adama’s choices as she tries to help Akia?
3. Want to determine who can support Adama to be able to better adopt and sustain a priority behavior to help Akia get better and stay healthy?
4. Want to understand how to create linkages from a priority behavior to appropriate strategies to help Adama?

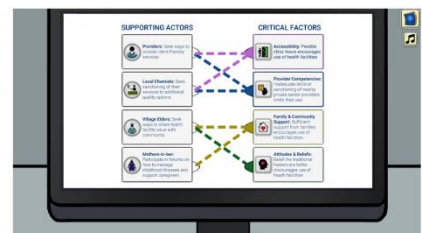
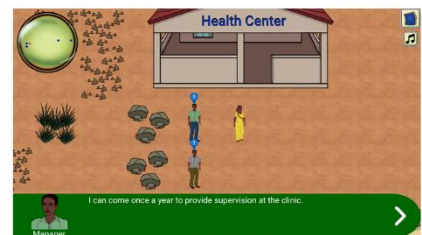


If you said “**YES**” to any of the above questions, the Think | **BIG** game is for you!

The Think | **BIG** game is a fun, engaging, interactive way for you to learn more about how to create intentional pathways to better outcomes once you put behaviors upfront in your programming.

The Think | **BIG** game will allow you to:

- Order the **STEPS** required to adopt the priority behaviors that will allow Adama to help Akia.
- Collect the **FACTORS** - barriers and motivators - most critical to overcome or leverage in order for Adama to adopt the priority behaviors.
- Pick **SUPPORTING ACTOR ACTIONS** most influential in overcoming or leveraging these factors.
- Spend your money wisely on appropriate **STRATEGIES** to carry out.
- Connect the linkages along your intentional pathways.
- Hear the results of your work for Adama and her son!



PLAY NOW!