



United Nations
World Food
Programme

FOOD FORCE

Food Force is a new educational video game presented by the United Nations World Food Programme (WFP). The project has been developed specifically to help children learn about the fight against world hunger.

Food Force is available as a free Internet download from its dedicated website www.food-force.com. It is the first humanitarian educational video game on the subject of world hunger and the work that goes into feeding people. The game is designed for children between 8 and 13 years of age.



WFP has teamed up with the "Feeding Minds, Fighting Hunger" website to provide downloadable lesson plans for teachers, available in multiple languages.

The lesson plans contain structured information, developed for different school levels, for teaching children exactly what hunger is, why it exists and how it can be ended.

The game itself consists of six missions. Each mission begins with a briefing by one of the Food Force characters, who explains the challenge ahead.

The player then has to complete the task - in which points are awarded for fast and accurate play and good decision making.

Each mission uses a different style of gameplay to appeal to children of all abilities. Each mission represents a key step of the food delivery process - from emergency response through to building long-term food security for a community.

Following each mission a Food Force character returns to present an educational video showing the reality of WFP's work in the field. This allows children to learn and understand how WFP responds to actual food emergencies: Where food originates, the nutritional importance of meals, how food is delivered and how food is used to encourage development.

The first game has been developed in English and other language versions are due to be produced.



MISSION ONE - AIR SURVEILLANCE

Rapid response to an emergency often means the difference between life & death. A successful emergency operation requires locating the hungry and identifying the fastest route to get food aid to them.

Mission one challenges you to do exactly this. The island of Sheylan has suffered the damaging consequences of drought and civil conflict. People have had to abandon their homes in search of safety and food. Your task is to pilot a helicopter and survey the scene to locate and count how many people need feeding – all against the clock!



MISSION TWO – ENERGY PACS

Getting food aid quickly to an emergency hunger zone is critical but so is understanding what kind of food aid is necessary – it's all about nutrition.

Enter Joe Zaki, the Food Force nutritional expert. He'll talk you through the essential types of food that WFP supplies in emergency situations. It's then your challenge to find the right combination of these food items (rice, beans, vegetable oil, sugar & iodised salt) to create a nutritious and balanced diet – all at a target cost of 30 US cents per person per meal!



MISSION THREE - AIRDROP

In extreme emergencies and when there is no other way to reach the hungry by land or water, 'airdrops' are sometimes used to deliver food directly to people in need.

Carlos Sanchez, manager of WFP's crack A.L.I.T.E. emergency team, will guide you in this third and action packed mission. Will you manage to make the drops accurately, without risking human lives? If you have what it takes you will proceed to the next level. If not, it's back to the beginning of the mission!



MISSION FOUR - LOCATE AND DISPATCH

WFP relies entirely on donations in order to acquire and deliver food to people in need. Food must be located and purchased for the best value, whilst considering immediate and longer-term needs.

This is your challenge in Mission Four, where you'll meet Miles, Food Force's director of food purchasing - he's on hand to help you with the task. The aim of the mission is to complete the logistics puzzle and fill up Sheylan's food supply chain for the next 6 months.



MISSION FIVE – THE FOOD RUN

When aid reaches its country of destination, land logistic experts make the final link in the food chain. Once the supply line is secure, food aid is loaded on trucks, trains and land transport, ready to be delivered to the hungry.

In Mission Five, you're responsible for making sure a convoy of WFP trucks arrive safely at the feeding centre. The trip won't be easy, but Rachel Scott, the Food Force logistics officer is there to help. Together with her you'll have to overcome challenges – from clearing land mines to rebuilding bridges and negotiating with local rebel forces!



MISSION SIX - FUTURE FARMING

Food has arrived in Sheylan and the most difficult moments of the emergency response are behind you, but that's just the start. Disaster-hit communities need support in order to get back on their feet - this is when WFP's long-term development projects become important.

Joe Zaki, originally from Sheylan, is once again with you for the final mission where you're responsible for 'investing' food to 'grow' development projects in this Sim City style game. The projects you must manage are: 'School Feeding', 'Food For Work', 'Food for Training', 'Nutritional Programs' and 'HIV/AIDS Prevention'. The aim is simple: To ensure Sheylan can provide enough food for itself, that the people are healthy, and the community has the infrastructure to grow.



If you've reached this point and completed all the missions then maybe you have what it takes to join Food Force! You can compare your score with others from around the world by logging on to www.food-force.com. Like the game, the site is designed to appeal to kids and is set to become a community of children, united in the fight against hunger.

The site contains more information on the game, a section showing what WFP is doing in the world and 'How to Help' - an area dedicated to getting involved with WFP. There is also a teacher's area with lesson plans and useful links.