

# Poverty Simulation Game

## Lesson 3 Unit 6 'The Injustice of Poverty'



This game is designed to be run in three 10-minute sessions. Smaller groups may not need the full ten minutes for each session.

### Setup and resources...

Setup the following areas in your space. It may be helpful to mark some areas out with tape. Signs will also be helpful.

- **Village** - Mark out or designate an area for the village. This should be big enough for all Game Card 2 holders to sit in.
- **Employment** - Set up an area for work and station an employer there. You can provide participants with something simple to do, e.g. cut out paper shapes, fold newspaper, sort recycled junk, sort beads etc. Make sure it isn't too much fun. They can sit on the floor or at a table whatever suits your activity and space best. It is okay if there is not enough space for everyone to work at the same time. The employer will need a stamp to pay everyone for their labour.
- **Shop** - Set up your shop with a table or counter for the shopkeeper to sit or stand behind. The shopkeeper will need a marker to cross out stamps and tick that food and drink has been purchased.
- **School** - Mark out or designate an area for the school. Set up a whiteboard with markers or Blu-Tak some butchers paper to the wall to use as a blackboard. The teacher may like a chair but students should sit on the floor. The teacher will need a marker to mark the children present at school.
- **Clinic** - Set up a small table and chair for the clinic. The health worker will need an immunisation stamp.
- **Border** - Clearly mark the border. This should be some way from the other activities if possible. The customs officer will need a table and chair at passport control and a stamp for issuing working visas.
- **Jail** - Mark out or designate an area for the jail. There is nothing to do in jail but wait.
- **Cemetery/Observation area** - Have an area where those who are no longer in the game can sit and observe.

### Roles...

Assign the following roles and handout the instruction sheets prior to the lesson making sure everyone has a chance to understand what is required of them in the game. It is, however, important that they do not share information with those who will participate in the game.

- |                 |                 |
|-----------------|-----------------|
| • Game Director | Health Worker   |
| • Employer      | Customs Officer |
| • Shop Owner    | Policeman       |
| • Teacher       |                 |

### Game Director

The Game Director is responsible for keeping the game running.

- Gives all instructions for the game and explain the rules.
- Observes what is happening in the game and ensures the game stays on track and moving.
- Makes newsflash announcements—allowing some time for each session to commence and for participants to be involved before making announcements. You will need to judge the best time for these to be made, so keep a close eye on what is happening.
- Blows the whistle to commence and end each session.
- Keeps time (10 minutes per session is recommended but blow the whistle earlier if needed).
- Runs the debrief.

### Employer

Your role is to provide employment during the game.

- Players with Game Card 2 must have a work visa stamp in order to work.
- You pay two income stamps for basic work.
- If a player has received a tick for attending school you must pay them two extra income stamps.
- You can choose how many people you are going to hire at any one time.
- It is okay to have some players waiting to be employed.
- Players must stay for three minutes in order to receive their income stamps from you.
- You can change your mind about what you actually pay them by finding fault with the quality or quantity of their work. Try not to penalize those who have been to school. Do this at least once in each session.
- In Session One you must not employ anyone without an immunization stamp once the newsflash is announced. Those already employed may finish.

### Shop Owner

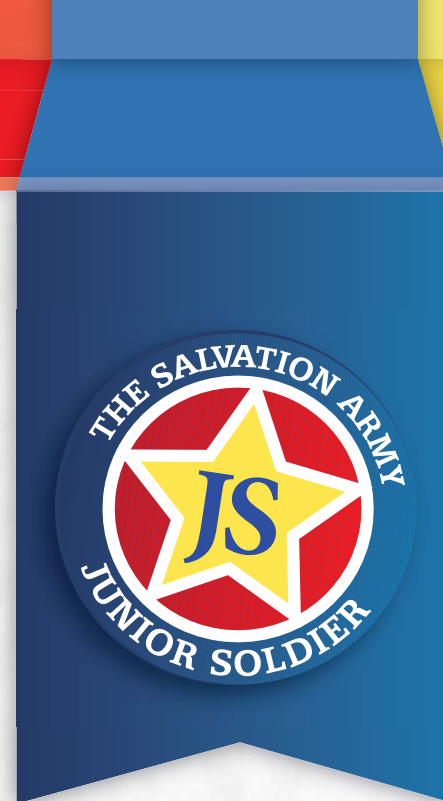
Your role is to sell food and drink during the game. You may give out some real food like small amounts of cooked rice (they can eat it from their hands), a rice cracker or dry bread. Keep it plain. You can give a small cup of water for the drink.

- You can choose to charge one income stamp for both food and drink or two income stamps - one for each.
- When a player purchases food and/or drink tick the box on their game card and cross off the number of income stamps you are charging them.
- Increase the price if it is becoming too easy to achieve and not enough people are dying.
- In Session Three the cost of food (only) increases by two income stamps as soon as the newsflash is announced.

### Teacher

Your role is to provide education during the game.

- Use the whiteboard or butchers paper to teach basic alphabet or times tables. Students could recite these out loud.
- You will charge one income stamp for attending school.
- Mark the income stamp off the game card when they arrive at school.
- They need to stay at school for three minutes before you can tick that school was attended.
- At random intervals close the school and stop taking students. When players try to attend school tell them the funding has run out and you need to close until there is more.



## Health Worker

Your role is to provide health care during the game.

- You charge one income stamp for immunisations.
- Cross off the income stamp when they arrive at the clinic.
- Players must stay at the clinic for three minutes before you can give them their immunisation stamp.
- Immunisations only last for one session.
- When players are declared too ill to work they will be directed to the clinic for the remainder of the session. You can choose to send them back to the village if you decide you have run out of funding.
- You can choose to close the clinic at random times for lack of medicine. Send players away and tell them to come back later when you might have new supplies.

## Customs Officer

Your role is to provide passport control and issue work visas during the game.

- All players with Game Card 2 will need a work visa stamp in order to gain employment.
- You can charge one income stamp as a bribe.
- You may choose to let some players work without paying a bribe.
- In Session One they will not have earned income stamps to bribe you with so ask for them to give you their shoes.
- Those who cannot afford a bribe in Session Two can also give you their shoes.
- In Session Two players not wearing shoes will be arrested so this is an important aspect of the game.
- If players sneak across the border you can inform the policeman who may arrest them.

## Police Officer

Your role is to create a bit of hardship in the game. Try to have a few people in jail each session.

- You can fine or imprison players for offences such as littering, stealing or begging.
- They may or may not be committing an actual crime – you can just make up a crime e.g. you are arrested for littering
- Imprisonment may be for a set period of time e.g. two minutes, the end of the session or until a bribe is paid to you.
- If you accept a bribe mark off one of their income stamps.
- You can be bribed to procure food and drink if they have enough income stamps.
- All those in jail at the end of a session remain there unless they are due for release.
- In Session Two you will need to arrest all those who are not wearing shoes when the newsflash is announced. You may choose to let some go before the end of the session.
- In Session Two you will also need to mark off food and drink when the newsflash for prisoner aid is announced.
- Make sure there are still enough players in the game so release prisoners early if you need to.



## Rules

Outline the rules at the start of the game.

- The game will be divided into three sessions. At the end of each session a whistle will blow.
- During each session you will need to earn money by working. The employer will decide your rate of pay. You may want to ask what pay you are going to receive before you start working. You will be paid in stamps.
- You can attend school. This will help you get a better rate of pay, more stamps when you work. However, it may also cost you stamps to attend school.
- When you attend school, work or the clinic you must stay for three minutes in order to be stamped or marked off. If you leave you don't get paid or educated or immunized.
- Each person must eat and drink at least once every 10 minutes. You can buy food and drink from the shop if you have enough stamps on your game card. If you do not eat at least one item of food and have one drink before each 10 minutes whistle is blown then you die and are out of the game. The shopkeeper can decide how many stamps to charge you.
- You can go to the medical clinic to receive treatment or to be immunized.
- If you live on the other side of the border you will need to go through passport control at the start of each session in order to work. It is up to the customs officer to let you through. A bribe of goods or stamps may be required.
- There is also a police officer in the game who can put you in jail or fine if you have committed a crime or behaved badly in the game. You could receive a fine and/or be imprisoned for any offences, such as littering, stealing or begging. You may be imprisoned for a set period of time or until you pay a bribe to a police officer.
- At different points in the game announcements will be made about events that occur. These will affect you so listen carefully.
- When you hear the whistle, the session has finished. Sit down where you are and wait for instructions.
- Hand out game cards.
- Those with Game Card 1 should sit in the village. Those with Game Card 2 will need to start on the other side of the border.

## Session One

Blow the whistle to start the game.

→ **Newsflash - Aid organisation offers food vouchers.**

*If you are not currently working or at school you may get free food from the shop.*

→ **Newsflash - An outbreak of typhoid occurs.**

*If you are not immunised you cannot work for the rest of this session.*

Blow the whistle to end session one.

Everyone should sit down where they are.

All those who did not eat and drink are officially declared dead and are out of the game.

If you are in jail remain where you are.

Game card 1 holders return to the village.

Game card 2 holders return across the border.



## Session Two

Blow the whistle to start the session two.

- **Newsflash - A new law has been passed that outlaws bare feet in public areas.**  
*Anyone found without footwear in public may be imprisoned or fined.*
- **Newsflash - Receive child sponsorship.**  
*You may go to school for free this session unless you are in jail or live on the other side of the border.*
- **Newsflash - Aid organisation feeds prisoners.**  
*All those in jail receive free food and drink.*

Blow the whistle to end session two.

Everyone should sit down where they are.

All those who did not eat and drink are officially declared dead and are out of the game.

If you are in jail, remain where you are.

Game card 1 holders return to the village.

Game card 2 holders return across the border.

## Session Three

Blow the whistle to start the session three.

- **Newsflash - Natural disaster destroys crops and water is contaminated.**  
*The cost of food increases two stamps for this session.*
- **Newsflash - The natural disaster has contaminated the water supply.**  
*If you have purchased drink and have not been immunised go to the clinic.*  
*You cannot work for the rest of this session.*

Blow the whistle to end the game.

## Debrief

Sit every down in a suitable area for the debrief.

- Who was still alive at the end of the game?
- What do you think helped you make it through to the end?
- Who died in the first or second session?
- What happened to you?
- How did you feel about that?
- Was everyone able to get what you wanted or needed in the game? Why or why not?
- What do you think was the purpose of the game?
- What did you learn from the game?
- How realistic or unrealistic do you think the game is?



Games Card 1

SESSION	<b>INCOME</b> Seek employment and perform work in order to earn income stamps. Income stamps are needed to purchase food, drink, education and health care.	<b>FOOD &amp; DRINK</b>	<b>EDUCATION</b> Attend school to get an extra income stamp each time you work	<b>HEALTH</b> Immunise against announced health issues
ONE		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	
TWO		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	
THREE		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	

Games Card 2

SESSION	INCOME Seek employment and perform work in order to earn income stamps. Income stamps are needed to purchase food, drink, education and health care.	FOOD & DRINK	EDUCATION Attend school to get an extra income stamp each time you work	HEALTH Immunise against announced health issues	PASSPORT CONTROL You must have a work visa stamp before you can cross the border and work
ONE		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>		
TWO		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>		
THREE		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>		