**'WORLD DOMINATION"**

Kids get into evenly sized groups. Each group pulls out, randomly, the name of a nation e.g. America, Malawi, Germany, India, China, New Zealand, Vietnam, Tunisia etc,

They get matchboxes (the matches are money) depending on where they are on in terms of undeveloped, developing and developed e.g America get likes 30 match boxes full of “money” - Malawi gets only 3 matchboxes. (money could be kidney beans)

Then they know that every round (every year) they have to buy their nations education = 1 match box, health = 2 matchboxes and food = 2 match boxes insurance = 5 match boxes.

They get pictures of this when they play. Malawi can't have it all. They must choose what they think is essential but if they choose the wrong thing they will die or be bankrupt.

As well as this they have to buy crops to sow seed so they can harvest and make more money and feed their people.

You throw dice to see which crops make a profit.

Cotton, = evens

Corn, = odds              )

Maize, = evens          )  The young people don't know it's odds and evens.

Potatoes. = odds

These are like 1/2 a match box each. They get pictures of their crops when bought.

They can only buy 2 crops each round.

Once all the money is in you throw the dice and they get a profit based on whether they had evens or odds.

But there are also random events that will take or give money.

e.g. civil war, a UN donation of free education, bumper crop year, blight on the crops, union strikes.

Then you play the game through and they can see that the country with insurance (America) keeps making lots and lots more while the poor countries get wiped out straight away.

It makes it really clear the imbalance and injustice in the world.

Lots of way to debrief this giving statistic and images etc.