

CHAPTER 3

LEARNING

85





World chair game



Brief description of the activity

This role game helps the participants to reflect on the global inequality, promoting values such as equality, respect and inclusion.

Enjoyed by young people and adults alike, this game explores the unfair nature of global trading and works well as an introduction to Fairtrade. Participants are divided into a range of countries, which have to split accordingly the real world data's. It is totally absorbing at the same time as introducing participants to how it feels to try to survive in a very unfair world.

World chair game

Topics:

Development, Economy, Equality, Human rights, Industry, International relations, Poverty, Social justice, Fair Trade, Trade.

Objectives:

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- To illustrate how trade can benefit or hinder the economic development of different countries or trading blocs.
 - To explain how trading relationships work.
 - To enable players to experience the unfairness of unequal trading relationships.
 - To generate interest and discussion about the world trading system and migration world system (refugees, minorities and asylum seekers)

Duration:

Estimated time: 50 minutes

Costs:

The total cost is related to the materials: not more than 10€

Participants involved:

10 up to 50 people

**Adaptation for kids:**

If you intend to implement this activity with kids, take in mind that you would need to introduce some adaptations. For example: candies (better if fair trade ones) can replace the chairs, present previously the continents (where is Africa, who lives there, what is Africa known for...), etc.

Steps:

Before starting, it is important to share with the coordinator that:

- Coordinator must always remain neutral. Do not judge or comment on the activity process, because it could create a sense of inadequacy in the participants;
- Avoid giving too much information at the beginning in order to keep the element of surprise and neutrality.

Steps:

Before the activity

How to use the data sheet (see annex 1):

Distribution of participants:

The first column represents the number of participants. According to the number of participants you have, check the corresponding data in the row.

The followings columns represent the distribution of the participant per continent.

Example: if you have 10 participants, place one in Europe, 1 North America, 1 In central Latin America, etc.

The last column represents the number of inhabitants represented by each person.

Distribution of chairs:

In the first column represents the number of chairs you have.

The followings columns represent the distribution of the chairs per continent.

Example: if you have 10 chairs, place 3 in Europe, 3 North America, 1 In central Latin America, etc.

The last column represents the millions of dollars represented by each chair.

The chairs are placed in the middle of the room. The coordinator sticks on the faraway walls the posters with the names of the five continents: Europe, Central and Latin America, North Africa, Asia and Oceania.

During the activity

The Coordinator informs participants that they represent the world's population and asks them to spread across the five continents as they see fit with reality, standing at the edge of their posters. When all are in place, the coordinator will say the actual values, relocating, if necessary, the participants.

Then the coordinator says that the chairs represent the gross world product and, as the first time, asks to each of the groups taking the number of chairs that they consider suitable for their continent, without however sitting on them. When the chairs are divided, the coordinator gives the actual values of the wealth distribution, moving chairs if necessary from one continent to another.

At this stage, the coordinator announces that anyone who fails to reach the riches the wealth symbolized by the chairs will be life threatening: no chair should be left unused and no participant should be on the floor. It is needed to either stand on the chairs or lie on them!

The situation in Asia can be even more realistic if the group's participants and chairs from Japan are isolated. At this point we have a perspective on the situation of the various continents. The coordinator maintains this situation for 5-10 minutes, asking participants how they feel, gathering and discussing all comments and ideas that may come up.

After the activity

After the participants have assumed the final positions, ask each of them to remain in their seats and observe the situation around them.

1. Ask them:
 - How do you feel? What were your emotions during the game? Does anyone feel sad, offended, strong, powerful, weak, etc.?
 - Do you think the distributions are fair and equal? Do they respect human rights?
2. Ask to redistribute the population and wealth in the way they prefer and leave time. It is important not to intervene or influence this process in order to let the group act autonomously.
3. After the reformulation, ask if the situation is better or worse now and understand if there are people

who still feel weak.

4. To conclude ask participants:
 - Do you think this game reflects the dynamics of the real world?
 - Are there any inequalities in the world?
 - How could we intervene in a situation of inequality?
 - Has anybody experienced in real life a similar situation? (work context, school context, etc.)

Ask to reflect on the situation of refugees, asylum seekers and minors: how can we help this situation?



Do's and don'ts

Conflict management during the activity:

It is always important that the coordinator keep a neutral position. If the conflict arises, the coordinator should invite the group to be silent for some seconds and suggest restarting the debates in calm and organized way about the issues that raised the conflict.

Innovative aspects for the promotion of interculture

Current world trading systems are helping to maintain the gap between rich and poor nations.

These are systems that help strong well organised nations such as the USA and the EU states, rather than poorer countries. This game is a fun and exciting introduction to the issues of trade, providing a simple outline of some very complex relationships. It is a valuable introduction

to the basic issues that determine how the gap between rich and poor nations is maintained.

With some adaptations it fits different target groups. It is the perfect icebreaker to talk about social inequality. It is an activity that can be expanded even in a social game about social inequality within local communities (majority vs different minorities).

Participants can have fun and at the same time the chance to express their ideas about worldwide situation and to reflect about the main topic of distribution of population and wealth. Positive dynamics among participants arises thank to this game, starting new relationships.

Possible follow-up

Reflect with the participants on how they can work towards making a difference on the issue of trade. Offer the following ideas as examples, they can be taken as possible follow-up of the activity:

- Write letters or send e-mails asking questions to companies who make ethical claims about their products. You may feel your single letter or e-mail is irrelevant, but large companies do want to listen to their customers. The more people who make the same comment or ask the same question, the more effective the message is likely to be.
- Check and choose. You may not be able to afford, or may not have the choice, to shop ethically, but do use some of the fair-trade options available, and try to increase your awareness of where the things you consume began their journey to your home. Your supermarket will stock fair-trade goods only if enough people purchase them.
- Organize a fundraiser, perhaps selling fair-trade products, and donate the proceeds to organization that does work to address trade justice.

Video, links and external resources

How to introduce fair trade:

To get to know fair trade:

<https://www.youtube.com/watch?v=JolZWd2q2Ec>

<https://www.youtube.com/watch?v=aetw560Xjhg>

<https://www.youtube.com/watch?v=o6pcJxFen8Y>

How to explain fair trade to kids:

<https://www.youtube.com/watch?v=VeUGvhIN-wHw>

<https://www.youtube.com/watch?v=o6pcJxFen8Y>

<https://www.oddizzi.com/teachers/explore-the-world/food-and-farming/fair-trade/>

<https://schools.fairtrade.org.uk/resources/type/activities-and-games/#page-1>

Explore FAIR TRADE here (for everybody):

<https://www.youtube.com/user/Fairtradefoundation/videos>

Population data:

List of continents by population:

https://en.wikipedia.org/wiki/List_of_continents_by_population

World Population Review: <https://worldpopulationreview.com/continents/>

Bibliography

Game created by: ITECO, Belgian Development Education Organization

Video Talk of Miguel Pinto about Fair Trade.



Annex 1

Distribuição das cadeiras

NÚMERO DE CADEIRAS	EUROPA	AMÉRICA DO NORTE	AMÉRICA CENTRAL E LATINA	ÁFRICA	ÁSIA E OCEÂNIA	JAPÃO SOZINHO	AMÉRICA CENTRAL SOZINHA	OCEÂNIA SOZINHA	MILHÕES DE DÓLARES QUE CADA CADEIRA REPRESENTA
10	3	3	1	0	3	1	0	0	2.981.576
11	4	3	1	0	3	1	0	0	2.710.524
12	4	4	1	0	3	2	0	0	2.484.647
13	4	4	1	0	4	2	0	0	2.293.520
14	5	4	1	0	4	2	0	0	2.129.697
15	5	5	1	0	4	2	0	0	1.987.717
16	5	5	1	0	5	2	0	0	1.863.485
17	6	5	1	0	5	2	0	0	1.753.868
18	6	6	1	0	5	2	0	0	1.656.431
19	6	6	1	0	6	3	0	0	1.569.250
20	7	6	1	0	6	3	0	0	1.490.788
21	7	7	1	0	6	3	0	0	1.419.798
22	7	7	2	0	6	3	0	0	1.355.262
23	8	7	2	0	6	3	0	0	1.296.337
24	8	8	2	0	6	3	0	0	1.242.323
25	8	8	2	0	7	3	0	0	1.192.630
26	9	8	2	0	7	4	0	0	1.146.760
27	9	9	2	0	7	4	0	0	1.104.287
28	9	9	2	0	8	4	1	0	1.064.849
29	9	9	2	1	8	4	1	0	1.028.130
30	10	9	2	1	8	4	1	0	993.859
31	10	10	2	1	8	4	1	0	961.799
32	10	10	2	1	9	4	1	0	931.742
33	11	10	2	1	9	4	1	1	903.508
34	11	11	2	1	9	5	1	1	876.934
35	11	11	2	1	10	5	1	1	851.879
36	12	11	2	1	10	5	1	1	828.216
37	12	12	2	1	10	5	1	1	805.831
38	12	12	2	1	11	5	1	1	784.625
39	13	12	2	1	11	5	1	1	764.507
40	13	13	2	1	11	5	1	1	745.394
41	13	13	3	1	11	6	1	1	727.214
42	14	13	3	1	11	6	1	1	709.899
43	14	13	3	1	12	6	1	1	693.390
44	14	14	3	1	12	6	1	1	677.631
45	15	14	3	1	12	6	1	1	662.572
46	15	14	3	1	13	6	1	1	648.169
47	15	15	3	1	13	6	1	1	634.378
48	16	15	3	1	13	7	1	1	621.162
49	16	16	3	1	13	7	1	1	608.485
50	16	16	3	1	14	7	1	1	596.315

Fonte dos dados: Calendário atlante De Agosto 2003. Tratamento dos dados: Cooperativa Pançoz

O PLANETA À PRIMEIRA VISTA: OS DESEQUILÍBRIOS NORTE/SUL

NORTE

População 20%



1.170.000.000

Consumo 80%



SUL

População 80%



4.630.000.000

Consumo 20%



Fonte: Elaborado por UNFPA, World Population 1996 e UNDP, Human

Distribuição dos participantes

NÚMERO DE PARTICIPANTES	EUROPA	AMÉRICA DO NORTE	AMÉRICA CENTRAL E LATINA	ÁFRICA	ÁSIA E OCEÂNIA	JAPÃO SOZINHO	AMÉRICA CENTRAL SOZINHA	OCEÂNIA SOZINHA	HABITANTES QUE CADA PARTICIPANTE REPRESENTA
10	1	1	1	1	0	0	0	0	609.222.400
11	1	1	1	1	7	0	0	0	553.838.545
12	1	1	1	1	9	0	0	0	507.985.233
13	1	1	1	2	8	0	0	0	468.632.615
14	1	1	1	2	9	0	0	0	435.158.867
15	2	1	1	2	9	0	0	0	405.145.267
16	2	1	1	2	10	0	0	0	380.764.000
17	2	1	1	2	11	0	0	0	358.365.118
18	2	1	2	2	11	0	1	0	338.456.889
19	2	1	2	2	12	0	1	0	320.643.368
20	2	1	2	3	12	0	1	0	304.911.200
21	2	1	2	3	13	0	1	0	290.105.905
22	2	1	2	3	14	0	1	0	276.919.232
23	3	1	2	3	14	0	1	0	264.879.304
24	3	1	2	3	15	1	1	0	253.842.667
25	3	1	2	3	16	1	1	0	243.686.960
26	3	1	2	4	16	1	1	0	234.316.308
27	3	1	2	4	17	1	1	0	225.637.905
28	3	2	2	4	17	1	1	0	217.579.429
29	3	2	2	4	18	1	1	0	210.076.690
30	3	2	3	4	18	1	1	0	203.074.133
31	3	2	3	4	19	1	1	0	196.523.355
32	3	2	3	4	20	1	1	0	190.382.000
33	4	2	3	4	20	1	1	0	184.612.848
34	4	2	3	4	21	1	1	0	179.183.059
35	4	2	3	4	22	1	1	0	174.063.143
36	4	2	3	5	22	1	1	0	169.228.444
37	4	2	3	5	23	1	1	0	164.664.703
38	4	2	3	5	24	1	1	0	160.321.684
39	5	2	3	5	24	1	1	0	156.210.872
40	5	2	3	5	25	1	1	0	152.305.900
41	5	2	4	5	25	1	1	0	148.590.829
42	5	2	4	5	26	1	1	0	145.052.962
43	5	2	4	6	26	1	1	0	141.679.626
44	5	2	4	6	27	1	1	0	138.469.836
45	5	2	4	6	28	1	1	0	135.382.756
46	5	2	4	6	29	1	1	0	132.439.652
47	6	2	4	6	29	1	1	0	129.621.787
48	6	2	4	6	30	1	1	0	126.923.233
49	6	3	4	6	30	1	1	0	124.331.102
50	6	3	4	6	31	1	1	0	121.844.460

Fonte dos dados: Calendário a partir de Agosto de 2000. Tratamento dos dados: do grupo de População.

Dados mundiais

	POPULAÇÃO	PIB Em milhões de \$	PIB Per capita (\$)
Europa	702.566.000	9.678.005	13.775
América do Norte	313.962.185	9.493.503	30.238
América Central	172.632.915	540.842	3.133
América do Sul	347.408.000	1.368.536	3.939
África	796.422.000	529.954	665
Ásia exceto Japão	3.601.427.000	3.692.539	1.025
Japão	127.056.000	4.054.545	31.911
Oceânia	30.750.000	457.835	14.889
MUNDO	6.092.224.000	29.815.759	4.894

Fonte dos dados: Calendário a partir de Agosto de 2003

