

Connecting Youth for Global Justice



WebSight

WebSight Simulation Games

● *Inflation*



WebSight Simulation Game

Inflation

Goals

To stimulate thinking and analysis about trade, inflation, and how the value of money is established throughout the world; about the links between these factors and economic injustice and how integral they are to the issue of development/ underdevelopment

Group Size

Minimum of 14 participants and one facilitator

Time Frame

One hour (approx.) (5 to 10 minutes to set up, 30 minutes playing time, 20 minutes discussion)

Materials Needed

- A large room with tables and chairs
- A flip chart or blackboard
- Felt pen or chalk
- Crayons—two orange, two blue, two red, two green
- Two pairs of scissors
- Paper: 40 sheets white, 20 sheets yellow
- "Gold" certificates: 50 for the group, 25 or more for the facilitator (use Monopoly money or make construction paper cards)
- One compass (for drawing circles)
- Three rulers
- Masking tape
- Request cards (Photocopy and enlarge the cards on Appendix 1)

More Ideas

*This simulation game is one possible component of an overnight event for youth. See **WebSight: A Facilitator's Guide** for more suggestions for ways to engage youth in economic justice and global partnership—in an overnight event and/or life beyond. To obtain copies of **WebSight**, contact United Church Resource Distribution (UCRD): phone: 1-800-288-7365 or 416-253-5456; fax: 1-888-858-8358 or 416-253-1630; e-mail: ucrd@united-church.ca.*

"Inflation" was created by Janey Southey and published by the CUSO education department as part of "Basics & Tools" in 1988. This Web version has been created with the kind permission of CUSO.

Synopsis

This is a simulation game in which people play themselves. The participants are asked to form six groups. The materials are distributed among the groups, and the groups are given request cards to complete (see Appendix 1), one at a time. No group can complete its request card with the materials they have been assigned and so must trade at the negotiations table. The facilitator injects inflationary factors into the game, and the game ends when the inflation has abated and there is enough experience for discussion.

How to Play

1. Assemble the materials, including the photocopied request cards (Appendix 1).
List group numbers (1 through 6) on the flip chart or blackboard, spaced so that request cards can be taped under each number:

1	2	3	4	5	6
tape request cards and completed projects below each group number as the game proceeds					

2. Ask two participants to act as the facilitator's assistants. Ask the remaining participants to form six groups. Each group should be seated around tables or on the floor where they can draw circles, squares, and so on. One table is set up as a **negotiations table** with six chairs around it.
3. Inform the groups that they are competing to fill the most requests in the shortest amount of time. The requests must be completed **exactly** as instructed on the cards (i.e. the size, colour, shape, and so on).
4. Distribute the materials as follows:
 - Group 1: scissors, orange crayon, 10 sheets white paper, 20 gold certificates
 - Group 2: compass, 10 sheets white paper, ruler, blue crayon
 - Group 3: ruler, red crayon, 10 gold certificates
 - Group 4: scissors, green crayon, 10 sheets white paper, 10 sheets of yellow paper, 10 gold certificates
 - Group 5: red crayon, blue crayon, 10 sheets yellow paper, 10 gold certificates
 - Group 6: ruler, green crayon, orange crayon, 10 sheets white paper

5. As soon as the materials are distributed among the groups, the facilitator's assistants tape a request card for each group on the flip chart/blackboard. Participants recognize immediately that no group can complete its request with the materials each has on hand. Trades need to be arranged.
6. Trading is carried on only at the negotiations table. Only one member from each group is allowed to go to the negotiations table at any one time. At the table the crayons, paper, scissors, gold certificates, and so on are traded in order to fill the requests.
7. When a group successfully completes a request, the completed project is presented to one of the assistants, who checks it for accuracy (colour, size, shape, and so on). If it is satisfactory, it is taped below the group's number on the flip chart/blackboard and the group gets a new request.
8. Allow initial trading for about 15 minutes. The facilitator should watch for unruly trading, pressuring of players, or even stealing.
9. Introduce an "inflationary" note by announcing that the facilitator will reward each group completing a request accurately with *a bonus of five gold certificates*. This, in effect, inflates the currency. You might then observe a previously low-status piece of yellow paper being traded for five gold certificates. A compass, which had been previously traded for two gold certificates, is now being traded for 30 gold certificates. As completed requests pour in, the number of gold certificates increases. At this point in the game, a piece of yellow paper might be traded for 30 well-circulated gold certificates.
10. When gold certificates have reached near worthlessness (after about 5 or 10 more minutes of trading), stop the game for these announcements:
 - Only gold certificates in perfect condition will be acceptable to fill the requests. (Dirty, dog-eared, folded or torn certificates will not be accepted.)
 - The policy of giving five gold certificates as bonuses is being stopped immediately.These announcements will likely result in a near cessation of trading while everyone examines, smooths, or mourns their far-from-perfect gold certificates. If the game should stop at this point, move the participants into debriefing.
11. If the interest is still high, continue the game for another 5 or 10 minutes. End the game when the inflation has abated and when you think there is enough experience for the participants to move to reflection and debriefing.

Reflection and Debriefing (20 min)

While the participants are still in their groups, ask them to discuss how they felt during the game:

- How did you feel at different stages of the game?
- Did you feel differently at different stages? Why?

Bring the participants together into one large group and have them share their feelings. Encourage a free-wheeling discussion around some of the following points:

- How did the non-negotiators feel? (bored? left out of the action?)
- How does this bear out in real life? In our democracy?
- How did the non-participants feel? Did some feel frustrated at having to wait for tools while one group finished a project? (Not every nation possesses the same amount of technical expertise or machinery.)
- What feelings do the facilitator and assistants have about the power they exercised in making decisions about the completed requests?
- How do the supply of money and the supply of things-to-be-bought influence prices?
- In the real world, who gives out the gold certificates?
- In the real world, who tapes the requests to the board or flip chart?
- What happens to money when it gets lost or burned?
- Who decides how many gold certificates to give out?
- In an economically poor country, why is inflation so disastrous? So unjust?

The group may not deal with all of these questions, but the discussion should go on long enough to establish the group's attitudes and feelings about inflation, the use of money, and its implications for the development of economically poor countries. If you wish, use a flip chart to record the discussion and the conclusions of the group.

Source: Janey Southey, CUSO, 1985. Originally published in "Basics & Tools," CUSO Education Department, 1988. Wording has been adapted for Web publishing purposes. Used with permission.



Appendix 1

Request Cards



These request cards should be photocopied (enlarge them if you wish) and cut out. The cards are taped on a flip chart or blackboard in order to give groups their instructions. See point 5 of the "How to Play" section of the simulation game.

1.

5 perfect gold certificates

2.

"Money" in capital letters (3 cm high) in red crayon on white paper

3.

"Inflation" in capital letters (3 cm high) in orange crayon on yellow paper and 6 gold certificates

4.

"Inflation" drawn in capital letters with orange crayon on coloured paper

5.

**A circle, 13 cm
in diameter,
cut from white
paper and
coloured red**

6.

**A rectangle
7 cm x 10 cm
on paper
coloured red**

7.

**10 perfect
gold certificates**

8.

**A red
rectangle
7 cm x 13 cm
on coloured
paper**

9.

**A triangle
10 cm on each
side on white
paper coloured
green**

10.

**A rectangle
13 cm x 5 cm
cut from white
paper and
coloured blue**

11.

**Coloured paper
with the word
"Inflation"
written in green
capital letters**

12.

**A circle 5 cm
in diameter
and 8 gold
certificates**

13.

**A perfect
8 cm square
on white paper
coloured blue**

14.

**7 gold
certificates**

15.

**A rectangle
7 cm x 11 cm
on white paper
coloured red**

16.

**Two triangles
8 cm on
one side cut
from yellow
paper and
coloured red**

17.

**A rectangle
10 cm x 5 cm on
coloured paper
recoloured
orange**

18.

**Coloured paper
with the word
"Money" in
3 cm green
capital letters**

19.

**One 10 cm
square on
yellow paper
coloured red**

20.

**A rectangle
15 cm on one
side on white
paper coloured
green**

21.

A circle 10 cm in diameter and 5 gold certificates

22.

**A rectangle
10 cm x 5 cm
on white paper
coloured orange**

23.

A circle 13 cm in diameter drawn on coloured paper

24.

A circle 15 cm in diameter cut from white paper

25.

**A triangle
10 cm on each
side on white
paper coloured
orange**

26.

**6 perfect
gold
certificates**

27.

**A triangle
8 cm on
two sides on
white paper
coloured blue**

28.

**A 5 cm square
drawn on white
paper coloured
green and 3
gold certificates**

29.

**A 13 cm square
on yellow paper
coloured green**