

Connecting Youth for Global Justice



# WebSight

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## WebSight Simulation Games

▶ *Introduction*



# Simulation Games

## An Introduction



### How Does the Global Economy Relate to Me?

Talking about global economic injustice can seem like "heady" stuff. It's hard to understand how the global economy works, and it's even harder to see how it all relates to us, personally. Simulation games help us both understand and make the connection. They provoke emotions that help us begin to see how we are part of the worldwide web of the global economy.

*WebSight: A Facilitator's Guide* recommends that simulation games be used in "Theme Session 2: Real Time Web" (pp. 22-26). At a weekend youth event, the early afternoon time slot, immediately after lunch on Saturday, would be a good space to get into one of these games. (See the agenda for a weekend event outlined on page 15 of *WebSight: A Facilitator's Guide*.)

If you use a game in some other way (in your congregation, youth group, school or community event) and it works for you—great! Tell us about it: e-mail: [websight@united-church.ca](mailto:websight@united-church.ca).

### Why Are We Doing This?

- To begin to understand how the global economy works and how all of us are connected in the global economy "web"
- To experience what it is like to live at different "sites" in this worldwide "web"
- To generate deeper interest in navigating this "web"

### Getting Into It

These are games in which global realities are simulated on a small scale—realities such as the disparities of wealth between different countries and the causes and effects of some countries being financially indebted to others. By participating in simulation games, participants have an opportunity to experience some of the dynamics of the global economy. Some games make the connections to real world situations more evident than others; some include greater complexity than others.

**Remember! Keep your sense of humour. There will be confusion, so just go with it!**

## Getting Out of It

Each simulation game includes time for reflection and debriefing specific to that game. You may want to allow some extra time if people are particularly engaged in the discussion. *WebSight: A Facilitator's Guide* (p. 25) offers group leaders tips for debriefing a simulation game. For example:

- What kind of questions and prompts give participants an opportunity to name their own experiences and feelings?
- How does one bring participants around to talking about what the experience means, to identify what they have learned and how it connects with the "real world"?
- And, yikes! I don't have answers. Now what?

## Closing

Plan for a short closing prayer. Here's one suggestion that might be appropriate to your discussion. (Use one or more voices.)

God of this amazing world,  
There are games going on in this world, and it seems like we're supposed to play even though we don't know the rules, or the point of the game, or who all the players are.  
There are rules to the games, and people get blasted for not sticking to them, whether the rules make sense or not, and even when the rules lead to violence and poverty and pain.  
Sometimes we don't even know that we're playing these games.

### **But we are.**

God of this amazing world,  
Help us to see through these "rules" to the ways that people are hurt,  
To see through the arguments that say, "This is just the way it is."  
Help us to see through to your vision of the world,  
To see through to new possibilities,  
To see all people getting what they need and enjoying this amazing world...  
Help us, O God, to see the way of justice.  
Help us, O God, to see ourselves as partners.  
Help us to see that change is possible, and that

### **Life is not a game...**

We pray in the name of Jesus, the justice-seeker,  
And through the Spirit, who makes all things new,  
And in the faith of your love as our Creator,

Amen.

Have a good long stretch, shake, and enjoy an Energizer activity (see *WebSight: A Facilitator's Guide*, p. 52). Turn on the music and unwind!

## *Choosing the Best Simulation Game for Your Group*

There are five possible games of varying length and complexity. Think about what you want and what might work best for you by taking these steps:

- Walk through the games well in advance
- Test the time frame of each game
- Weigh the complexity of the games against the ages and understanding of your group
- Assemble the materials needed for the game(s) you have selected
- Think about the space requirements

### *Building a Global Community*

Download instructions here



Allow about 70 minutes

### *The Bead Game*

Download instructions here



Allow at least 30 minutes

### *Side by Side - Soriak Development Challenge*

Booklet available from the Primate's World Relief and Development Fund.  
Ordering instructions here.



Allow 2 to 2.5 hours

### *Inflation*

Download instructions here.



Allow 60 minutes

### *Global Debt - The Story of the Debt Crisis*

Download instructions here



Allow 50 to 60 minutes



## Write to us

We want to hear your questions and suggestions.

E-mail us at:  [websight@united-church.ca](mailto:websight@united-church.ca)

and / or

Share your expertise with other **WebSight** leaders or participants and get a conversation rolling by asking:

- What game did you use and how did it go?
- What worked? What flopped?
- The next time I do this I will...
- My group's amazing insights include.... My own amazing insights include....
- Do you have another simulation game to offer **WebSight** participants?

(**WebSight** online community coming soon)