

WORLD GAME BRIEFING

STUDENTS & TEAMS

1. International Teams

- ❖ The 5 organizations (WHO, UNESCO, UN, Environment, Media) should be formed by 5 students and an adult advisor (1 or 2 G&T teachers)
- ❖ Each student should be responsible for overseeing 2 regions on the map
- ❖ These students will report back to the G&T teachers to decide on well-being cards and any problems that arise
- ❖ There are *instructions* that should be printed out and discussed with each one of the students making up the international teams
- ❖ The *Problems & Solutions* sheets should be printed out and given to the students in the international teams as well
- ❖ The Media team is responsible for getting updated information from each one of the regions; they will have to present on any problems or successes a region may have faced during the round

2. Regional Teams

- ❖ Randomly, the remaining students will be handed a region map to which they will belong before the game begins
- ❖ G&T teachers can be assigned a region to look after **or** they can walk around the map answering any questions the students may have

GAMEPLAY

- ❖ Regions will be given problems by the international teams
- ❖ These problems are written on the *Problems & Solutions* that each member of the international team has
- ❖ Regional teams will try to come up with solutions to the problems
- ❖ The international team member assigned to that region will then read the solution to see if it makes sense
- ❖ Once the solution is approved, the international team member will decide how much money and resources the solution will take to implement
- ❖ If the solution is really good or is found in the packet of solutions, then the cost will be minimal if any; otherwise, the solution will be costly
- ❖ If a region is having problems coming up with a solution, the international team member overseeing that region can offer some help (This help can come from the student or the sheet that the student has – in extreme cases)
- ❖ The media group will walk around to gather information about the various regions
- ❖ After the end of each round, the media group will provide a brief summary of the action (Guiding questions will be provided)
- ❖ Teams can also trade resources if they so chose in order to improve their region
- ❖ We will have 3 “game” rounds throughout the workshop (if we have time, we could even do a 4th)
- ❖ At the end, we will have the media and maybe some region representatives to help with the final summary
- ❖ We will be able to discuss the game and the obstacles that people faced

Sample Problem:

In AFRICA, there is only one doctor for every 18,000 people, compared with 6,000 in the developing world as a whole and 390 in the industrial countries.

Can you find a solution to this problem?

Here are some ideas:

- ❖ Train common citizens with basic health principles like detecting simple ailments. If they determine that the problem needs medical attention, then that person needing medical assistance can be sent to a doctor. This will enable the doctor to take care of more serious problems while those with simple medical conditions can be treated with OTC medicine.
- ❖ Exercise preventive medicine by having all newborns vaccinated against common diseases. This will help with the development and growth of healthy humans who will not need as much medical assistance as those who get seriously sick.
- ❖ Can you think of other solutions...?

This is just an example of a problem that a region will be given by one of the international teams. If your answers are good like the ones provided, then the international team will reward your great creativity by only charging you a small amount of money or taking a single one of your resource cards and giving you a *Well-being Card*. If your solution isn't as good then it may cost you one of each of your resources and some money. The organizations vary resulting in diverse questions including health, environment, economic and social problems.

Resources

The resources that each region will start the game with will be introduced at the beginning of the workshop. These resources will reflect the money, natural resources, and growth potential of each region. These will be the same resources that the regions will use to carry out their solutions and reach their society's goals.

Dress Code

Please make sure that all the kids have socks that they can walk with. Nobody (including teachers) will be allowed on the map with their shoes. The children should also wear something comfortable since they will be walking around and sitting during the rounds.

What to Bring

Lunch is not provided. Therefore, students should bring their own bag lunch. Snacks will be provided but not enough for a nutritious meal.

Students should be reminded to bring a **pencil** to the World Game. There will be extras available, but having the students come prepared is recommended.