



Scouter's Edition

Trading Game

The Crean Award:

Discovery:
Patrol Activity

Endurance:
Develop Teamwork

Terra Nova:
Patrol Activity

Polar:
Patrol Activity

The Activity:

Objective:
An inter-patrol activity to explore world trade and the inequalities involved.

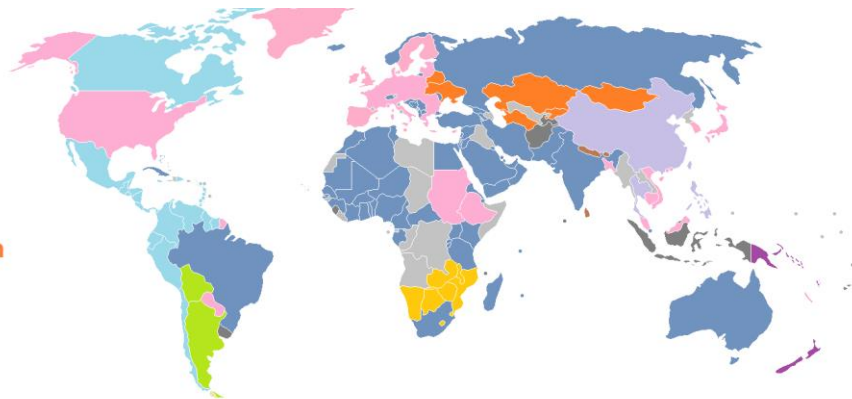
Activity Type:
Troop Activity

Roles:
Activity Leaders

SPICES

Social
Intellectual
Character

- Australia
- Brazil
- China
- European Union
- India
- Japan
- Russian Federation
- South Africa
- United States
- Other country
- Data unavailable





Plan: Trading Game

The aim of this game is to help the participants understand how trade influences the development of a country and to create interest and discussion about the world trading system in an enjoyable way.

The world is divided into two parts: The economically rich North (industrialised countries as the US, Japan and Europe) and the poorer Global South (meaning Africa, Latin America and parts of Asia).

There are many ways of explaining the differences between North and South but one thing is clear. The gap between rich and poor is becoming bigger partly because of the world trading system we have today which makes the North richer at the cost of the South.

The game will try to show, through the production of different paper products, how the world trade works.

- How do countries interact?
- Who are the winners?
- Who are the losers?





Plan: Trading Game

Time and place

You need at least an hour for the game including the discussion afterwards. You need a room big enough for 6 patrols with around 4-6 scouts in each patrol.

Each patrol needs a chair for each participant and one table. There should also be space to move around between the groups. Preferably 6 patrols divided into the 3 different categories (see below). If you use less than 6 groups make sure that the balance between 'technology' and 'raw material' stays the same.

The game organisers need a table, a blackboard, and some spare pens, papers and 'money'.

Equipment

- For 32 participants you need:
- 32 sheets of A4 paper in the
- same colour
- 32 '100 \$ notes'
- 2 sheets of coloured paper
- 2 tubes of glue
- 2 pairs of compasses
- 4 pairs of scissors
- 6 rulers
- 2 triangles
- 14 pencils/ pens



Do: Trading Game

Group	Scouts in Group	Countries	Equipment
1 & 2	6	UK, Italy, Canada, France	1 set of the following for each: 2 scissors, 2 rulers, 1 compass, 1 set square, 1 protractor, 1 sheet of paper, six 100 'Dollar' notes and 4 pencils
3 & 4	5	India, Brazil, Peru, Nigeria	1 set of the following for each: 10 sheets of paper, 1 sheet of coloured sticky paper, two 100 'Euro' notes
5 & 6	4	Tanzania, Kenya, Burma, Ghana	1 set of the following for each: 4 sheets of paper, two 100 'Euro' notes, 2 pencils





Do: Trading Game

The Game

All participants must be able to see the models of the products they are producing (see page 38). Draw the models on a flip chart or on big sheets of paper.

The game needs three organisers (The Support Scouters):

Two bureaucrats in the World Bank. The bank's job is to quality check the products and write down all the deposits in the different bank accounts as well as adding 10% interest every 10 minutes.

The game's facilitator - UN. The facilitator's role is to lead the game, observe how things develop and sometimes change the development of the game by introducing new elements. Because the facilitator is also supposed to lead the discussion afterwards it might be helpful to write down everything that happens; comments, happenings etc.

The Rules

- All products must have sharp ends, be cut by a pair of scissors and have the exact size. When you have produced 5 examples of one product you can present this to the Bank. If the quality is good enough the amount of money your products are worth will be written down in your bank account.
- Every 10 minutes the Bank will add 10% interest to the amount of money already in your account.
- You are only allowed to use distributed resources and equipment. You are not allowed to use physical force or violence.
- The facilitator, who represents the UN, will mediate in case of disputes between countries.
- Only what is already in your bank account when the game ends counts when the result is summarised.





Do: Trading Game

Instructions for the facilitator

Explain the aim and rules thoroughly. Answer questions but make it clear that you will not answer any questions when the game starts. Divide participants into 6 patrols and give them their country's resources. In the beginning there will be confusion and you'll get a lot of questions; "Why don't we have any markers?", "What is the coloured paper for?" Remember not to answer any questions. Make sure all the initiative come from the participants and not from you. The production and trading may last for 40-60 minutes, it all depends on how interested the patrols are, their activity and initiatives.

What to produce?

These are the 5 different products the groups can produce.

When you have produced for example five triangles you go to the bank for quality check and if they are good enough you will get \$150 x 5 = \$750 into your account.

For the Facilitator (important points during and after the game): **The follow information is only for Scouts or Scouters who are facilitating the activity, it is not to be seen by participants**

Notice everything that happens

The category "A" countries will probably start producing goods at once but they will run out raw material (paper) quite soon. Then they will have to try and get hold of more paper from the other groups. Because you are the only one that can see how the game really develops it is important that you notice how alliances and trade conditions change throughout the game. Use your observations in the discussion after the game. Take notes.





Do: Trading Game

Stimulate activity

Facilitators can give additional information and try to create new situations. Some of the information can be given to the whole group while some information will be given secretly to some countries. Remember to inform the bank about all the changes you make. Not all the elements below need to be implemented in the game. You have to see how the game develops and how much stimulation is needed. Some examples:

Price-changes on the global market

After a while you can change the price of some products. That way the rich countries for example will find out that their compasses are not as useful as they used to be. From this you can draw parallels to the real world: When a country finds out that their technology is getting out of date they usually sell it to poorer, less developed countries.

The prices can also drop if there is an overproduction of one product on the market.

Raw materials

You can for example give a bunch of papers to one country and then announce for “the whole world” that a new source of raw material has now been found in this country.

The sticky paper

2 patrols s have a coloured sticky paper. This represents an unknown natural resource. You can make it known for two other groups, e.g.: If you stick a little piece of the coloured sticky paper on to your normal products the price of those products will increase 4 times. These two countries will then start searching for the coloured paper. Because the country that owns it doesn't know the value of it they might sell it really cheap.





Do: Trading Game



Shapes
All edges must be cut with a pair of scissors and be measured correctly. Shapes which are not exact will be rejected.





Review 'SPICES'

Social

- Relationships
- Communication Skills
- Other Cultures
- Community Involvement
- Promise & Law

Physical

- Eat Well
- Personal Hygiene
- Balanced Lifestyle
- How Body works
- Physical Limitations
- Health Choices
- Access Help

Intellectual

- Achieving Goals
- New Ideas/Creativity
- Learn from Decisions
- Team Member

Character

- Promise & Law
- Friends & Friendships
- Plan before do
- Ensuring Fairness
- Respect
- Differences & Views
- Following Dreams
- Live the Scouting Spirit

Emotional

- Aware of feelings
- Asking/Giving Help
- Responsibility for Emotions
- Controlling Emotions
- Going Further
- Beliefs & Values
- Developing Talents

Spiritual

- Promise & Law
- Impact on Environment
- Reflection
- Changing Beliefs





Review

Trading Game

What was the main thing you took away from this activity?

Patrol Review

What can we do next?





Scouter Notes

Ideas for discussion

Fair trade

Some of the participants will probably get accused of cheating. That gives you the perfect chance to discuss moral issues and ethics in international business.

"It's not fair!"

Hopefully the participants will point out this fact quite early. After the game it is important to use this statement and together try to find out:

- o What was not fair about the game?
- o What does it tell us about the real world?
- o How does it feel to be rich?
- o How does it feel to be poor?
- o Why is it so difficult to change an unfair system?
- o Who owns the world's natural resources?
- o Who owns the world's technology?

Try to move the discussion from describing how the world is today to how the participants would like the world to be. Try also to make them discuss the moral responsibility that goes with wealth.

From the **SPICES**, parts of the ***Intellectual*** area are important. The activity really tests the ability of the individuals and patrol to work towards a common goal, to learn from past experiences and to function as a coherent and effective patrol. The communication skills aspect of the ***Social*** area is relevant to this activity. Also, discussions of fairness and equality are relevant to the ***Character*** area.

Parts of the activity and review come from the World Council of Churches version of the activity.

