

Game: to understand the cycle of resources

(Participants: 10; Observers: max 4)

Meaning of the game: for students to understand the cycle of resources, by each human action in the game.

Rules:

- No talking
- Chips belong to all of you
- 2 options: max chips a player can take 5 or 10
- If you take one, you cannot put chips back into the bowl
- One circle – one round. When round ends, left chips will be doubled
- At the end of each round, players with 10 chips can trade them with candy
- Maximal capacity of the bowl – 30!
- It is not possible to double 0, the game will be over!!!

After 6 rounds, 3 more students join. Before adding new players, let them discuss, what should be the game play, for everyone to have at least one candy at the end of the game. After 3 more rounds, another 3 students join. After 15 rounds the game ends, discussion starts!

Questions for observant: How the players played the game? Were they angry or upset? Did they think about other players or only about themselves?

Questions for everyone:

- **What do the chips represent?** *Our center could hold only 30 chips... Think of the chips in the center as fish in the sea. The sea only has enough room and food to support a certain number of the fish.*
- **Can we see the parallels between the way you treated the chips and the way individuals and society use renewable resources?** *(deforesting, overfishing, polluting) Cutting trees down without planting replacements. Taking so many fish that not enough are left to reproduce...*
- **Imagine that you and the other players in the game each represented a different country. What are some resources that these nations might have in common?** *(Ocean, air, fish, coral reefs, rivers etc.)*
- **How did each game variation make you feel about other members of the group?**
- **Why do you think more players were added in the middle of the game? What do they represent?** *(Increasing population, resources stayed the same)*
- **The talking in the middle of the game helped?**
- Think of more questions what you can discuss about!