



### Setting Up the game

- Arrange tables for pupils with about five chairs around each. Ensure that everyone will be able to see the PowerPoint Screen and that there is room between tables for pupils to move about
- Arrange a table at the front for the leader who will take the role of the Global Market
- Assign and label the tables as follows:
  - “Farmer” (**lots** of groups – perhaps 4 or 5 in a class of 30)
  - “Trader” (**one or two** groups)
  - “Company” (**one** Group)

What each group needs	Farmer	Company	Trader
Table Sign	1	1	1
Name labels	5	5	5
Corn cob template sheets	6	1	2
Coffee cherry template sheets	3	1	4
Thick colouring pens	0	10	4
Thin colouring pencils	3	10	4
Scissors	2	10	3
Money	\$50	\$400	\$150
Bags	-	10	5
Bag labels	-	10	5
Export licence	-	1	-

**NB** These figures are set for a typical group. After trying this game in your school you may want to vary some of the amounts accordingly.

#### Front table resources

Place the following resources on the front table (Assuming a class of approximately 30 pupils)

#### Global Market resources

Table sign	1
Harvested corncobs (pre)	20
Corn cob template sheets	30
Coffee cherry template sheets	30
Thick colouring pens	20
Thin colouring pencils	20
Scissors	10
Money	\$1,00
Bags	42
Bag labels	42
Export licences	8
Table of prices	1

#### Government resources

Small basket or box	1
Watch or other timer	1

#### Flip Chart / White Board

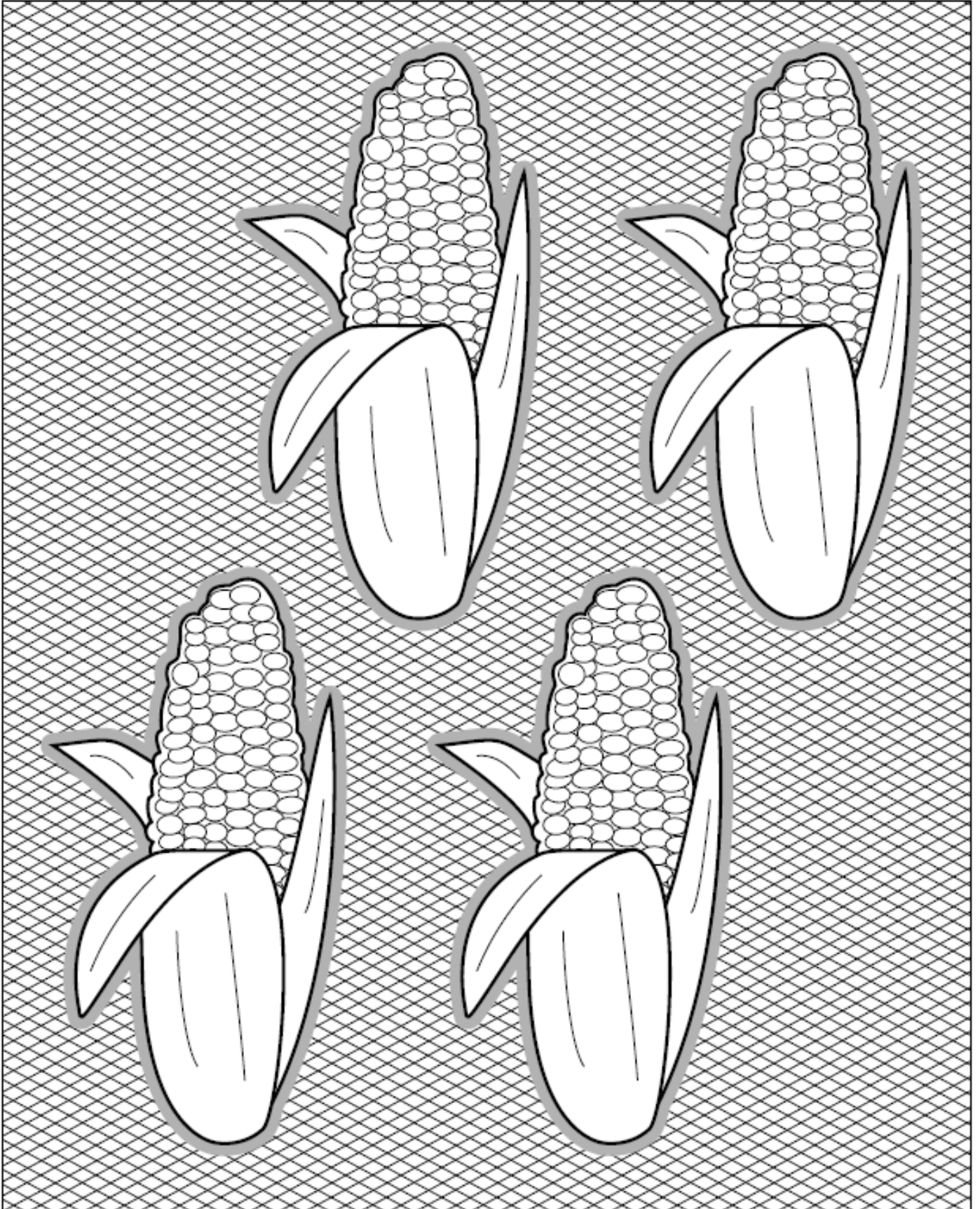
On the flip chart or white board put up the opening prices at which the Global Market will buy and sell product and resources as follows:

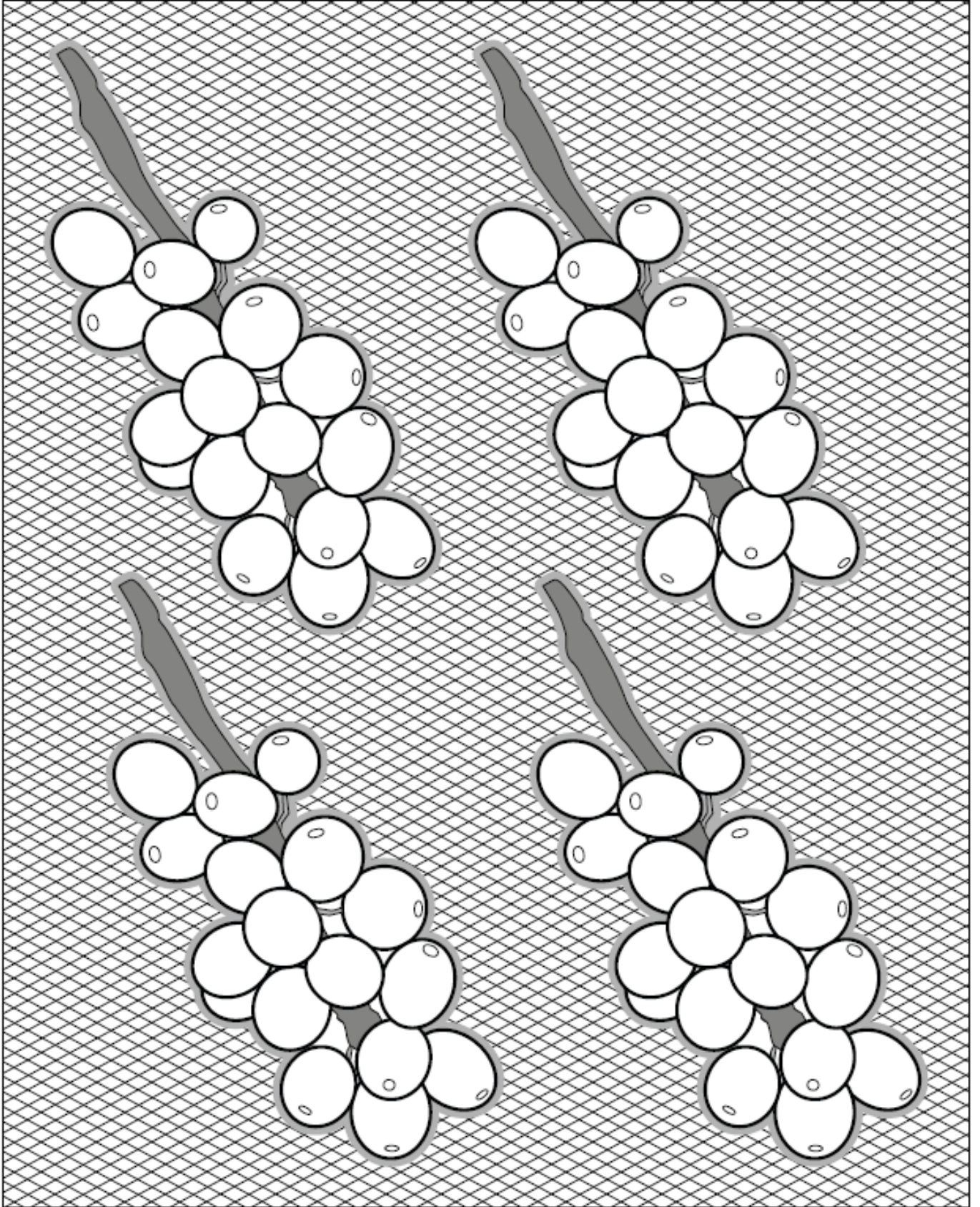
##### **Global Market Buys**

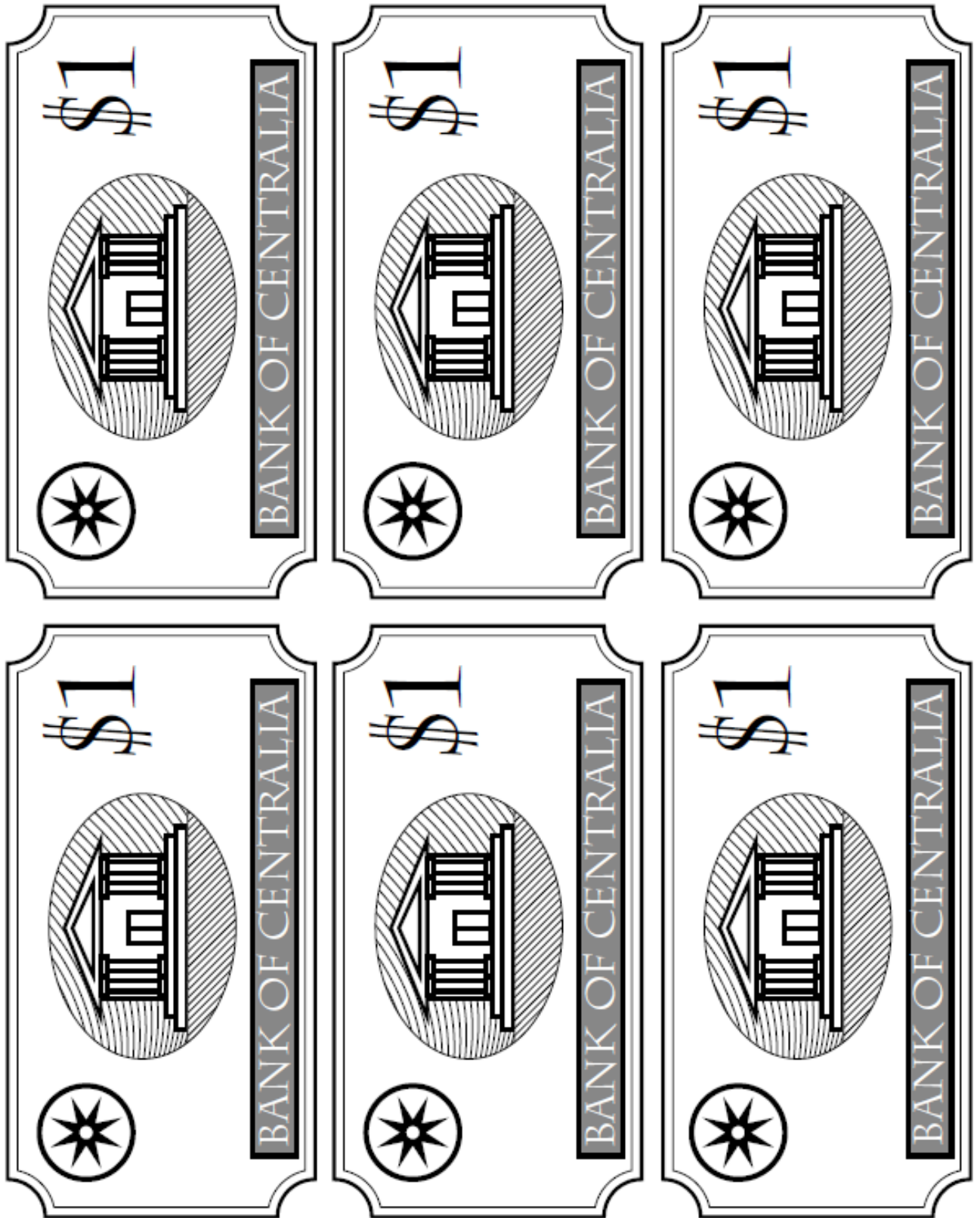
- Coffee packaged - four in a bag (need export license) \$150
- Harvested corn cobs \$10

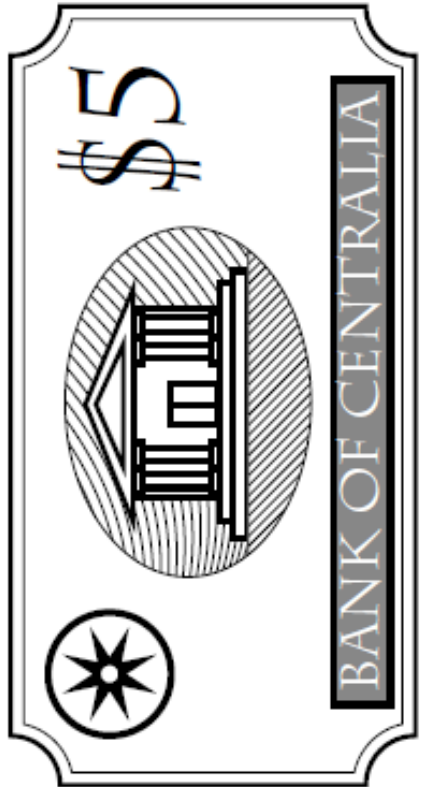
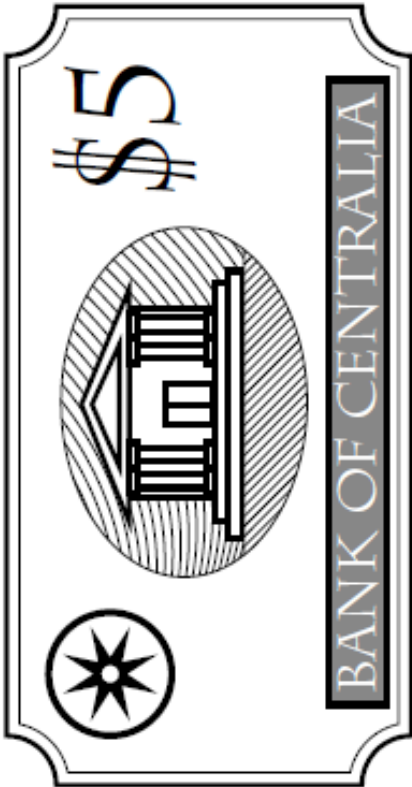
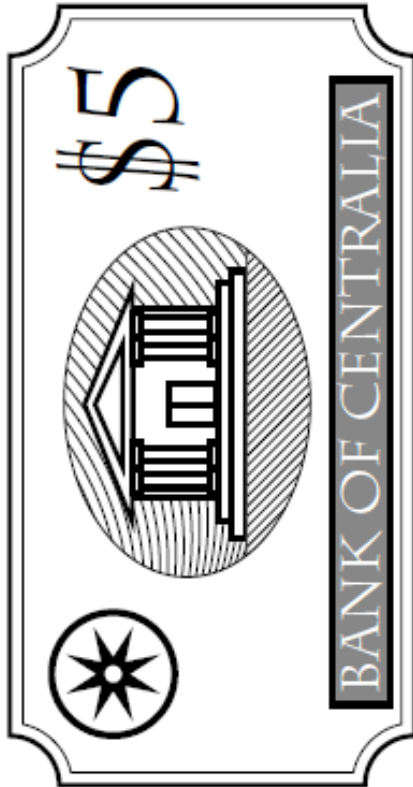
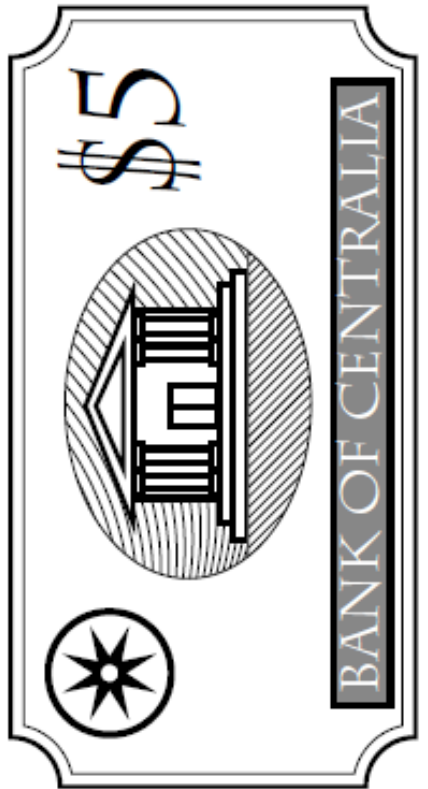
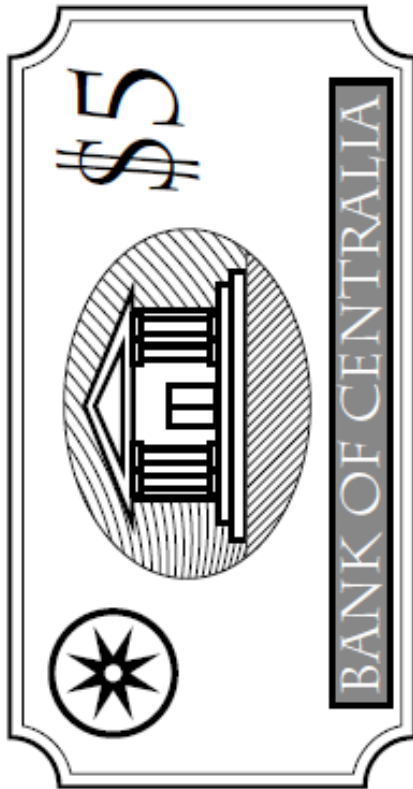
##### **Global Market Sells**

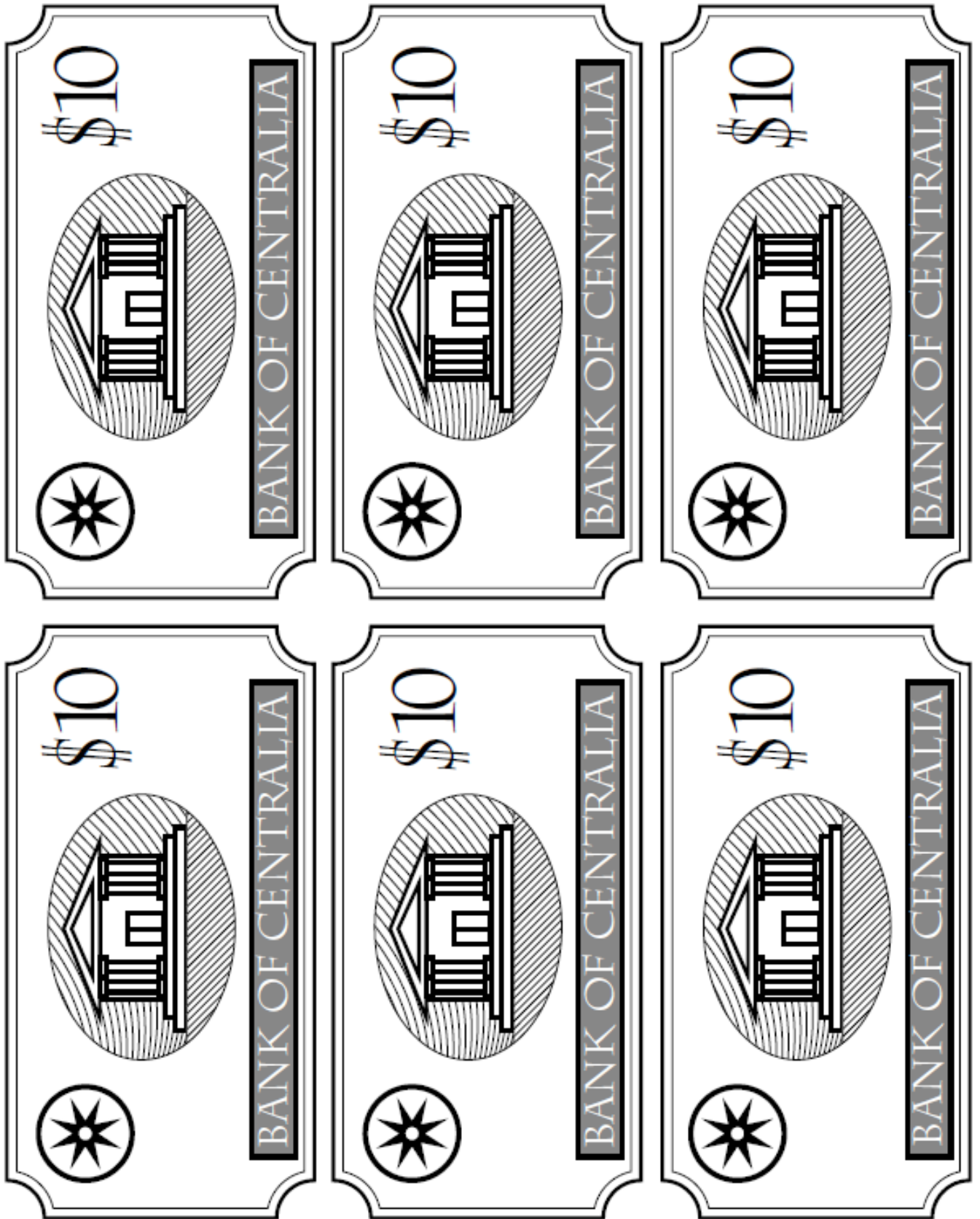
- Harvested Corncobs \$20
- Corn cob template sheet \$10
- Coffee cherry template \$10
- Thick colouring pens \$15
- Thin colouring pencils \$10
- Scissors \$15
- Bags \$5
- Bag labels \$5
- Export licenses \$100

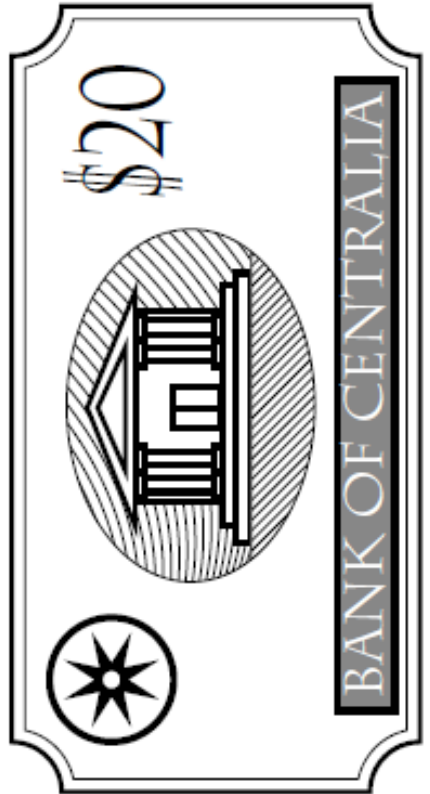
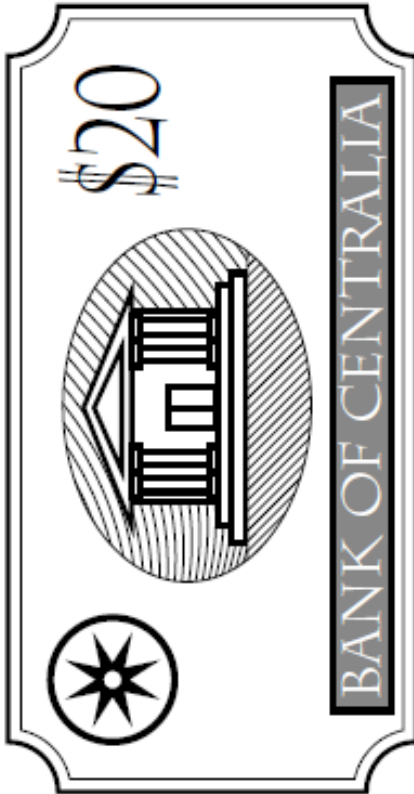
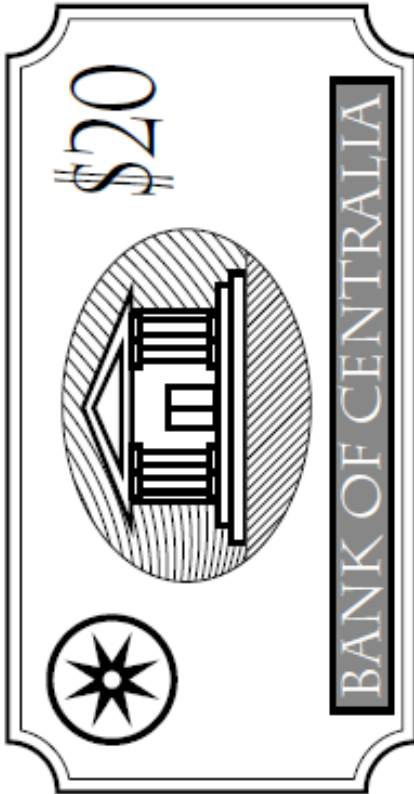
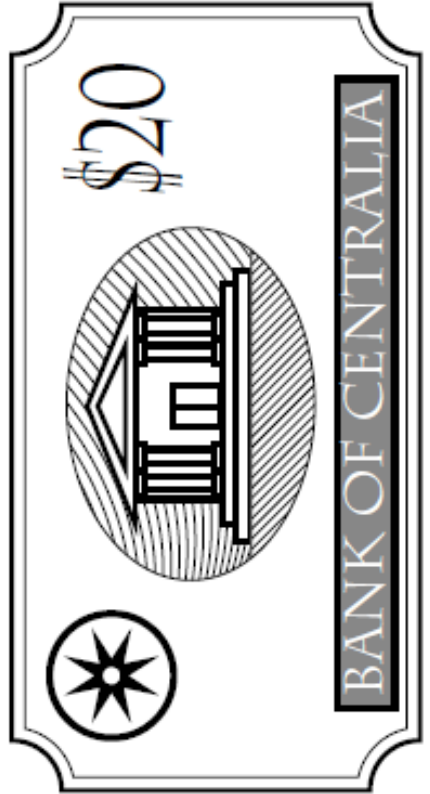
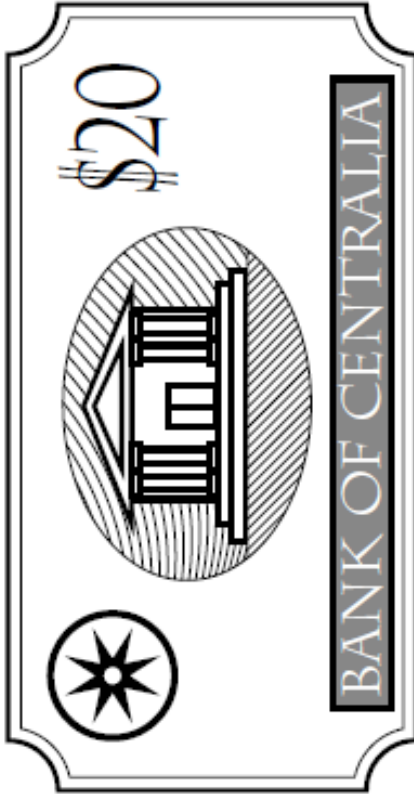
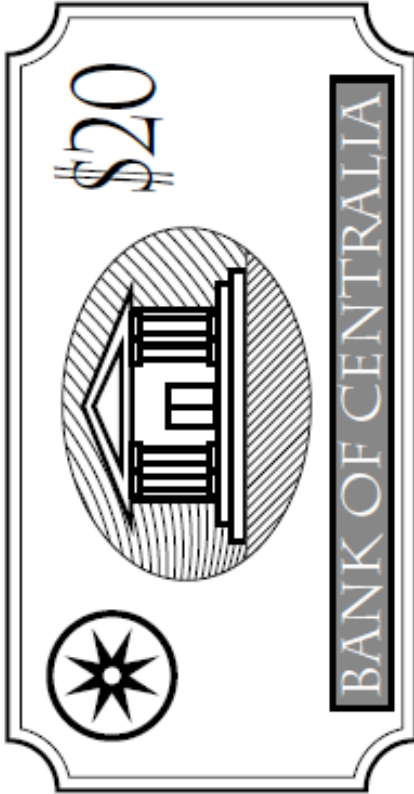


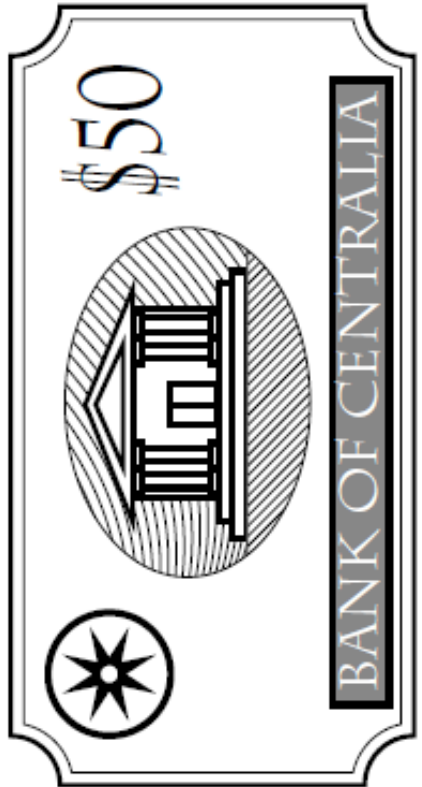
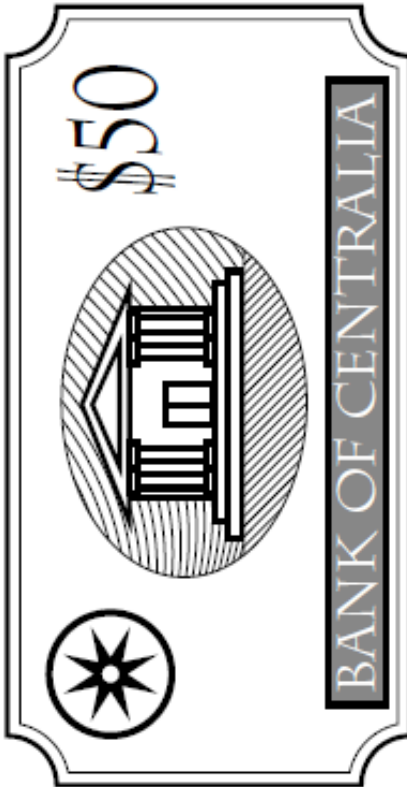
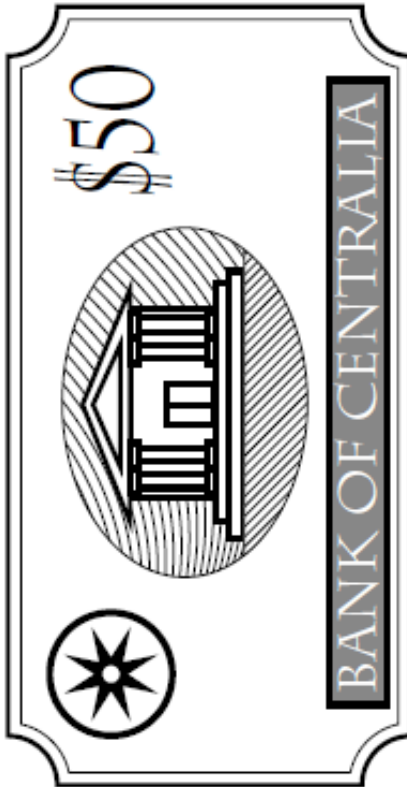
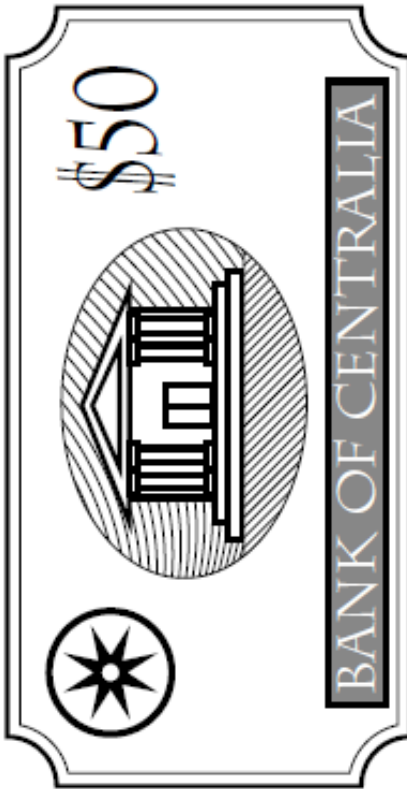
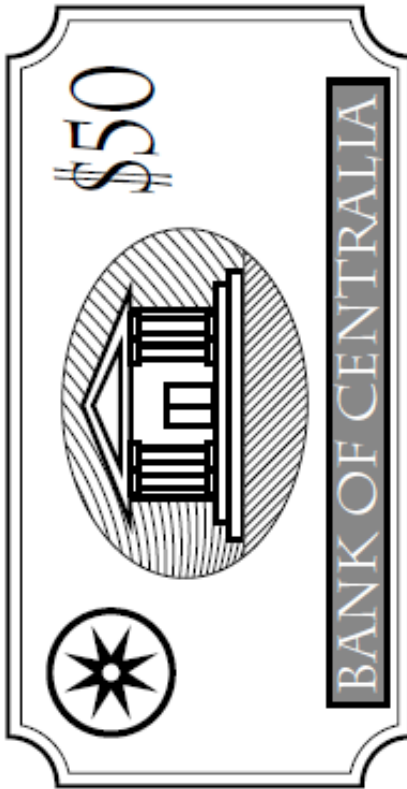
















GOVERNMENT  
OF  
CENTRALIA

**Export License**

You are authorised  
to sell coffee  
to the global market





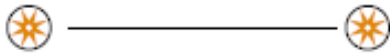
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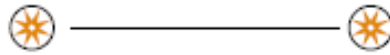
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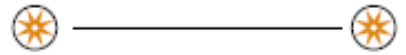
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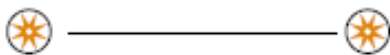
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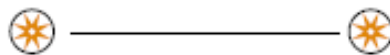
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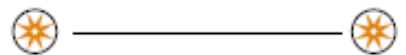
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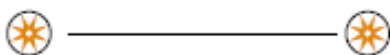
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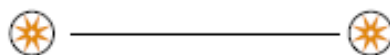
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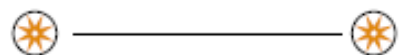
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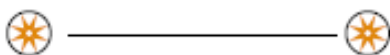
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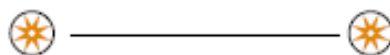
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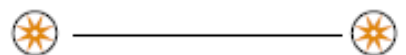
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COMPANY



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COMPANY



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# Role card: Farmers

## About you

You are a farming family with some land and resources for growing maize (corn cobs) and coffee.

## Your goal

You have to ensure that you:

- have enough **maize** for your family's basic nutrition at the end of each season (you will need to hand in one corn cob for each member of your family)
- AND**
- generate as much money as possible to provide a fully nutritious diet, education, healthcare and other benefits for your family.

The winning group will be the one with the most profit at the end of the game.

## Growing crops

- You need to grow **maize** (corn cobs) in order to eat and survive. You can grow maize by colouring and cutting out the corn cobs. *Do this carefully because they will be rejected by buyers if there are any criss-cross lines or white areas showing, or if there is any damage inside the grey lines.*
- You could decide to grow more maize than you need and sell that to other people.
- You can also grow **coffee**, which you can't eat but you can sell to make money. This means colouring and cutting out the coffee cherry clusters (keeping the cherries in the cluster). *Again, do this carefully because they will be rejected by buyers if there are any criss-cross lines or white areas showing, or if there is any damage inside the grey lines.*

## Buying and selling

- You can trade (i.e. buy and sell) with other farmers, traders and Company at any time.
- You can use your money to buy more resources from the Global Market at the prices shown.
- You can also buy resources from anyone else at any price you agree with them.
- You need an export licence to sell coffee cherries to the Global Market. You can buy one of these if you have enough money.
- You can buy or sell maize to the Global Market without an export licence.
- Above all, you need to survive so you may have to sell resources in order to buy food.

## Tip

- You will have to work hard – and very quickly – to produce enough maize to feed your family at the end of each growing season.

## Decisions to make

- ? Are you going to focus on growing corncobs or coffee or both?
- ? What are you going to buy and sell?

# Role card: Traders

## About you

Your trader group buys and sells food to make as much money as possible. You also have some land and resources for growing maize (corn cobs) and coffee.

## Your goal

- You have to generate as much money as possible to provide a fully nutritious diet, education, healthcare and other benefits for the families for your group. The winning group will be the one with the most profit at the end of the game.
- You must also ensure that you have enough **maize** for your group's basic nutrition at the end of each season (you will need to hand in one corn cob for each member of your group)

## Growing crops

- You can grow **maize** by colouring and cutting out (or tearing) the corn cobs. *Do this carefully because they will be rejected by buyers if there are any criss-cross lines or white areas showing, or if there is any damage inside the grey lines.*
- You can grow **coffee** by colouring and cutting out (or tearing) the coffee cherry clusters (keep the cherries in the cluster). *Again, do this carefully because they will be rejected by buyers if there are any criss-cross lines or white areas showing, or if there is any damage inside the grey lines.*

## Buying and selling

- You can buy harvested corn cobs or coffee cherries from anyone.
- You can sell your harvested corn cobs to anyone, including the Global Market
- You can sell your harvested coffee on its own or packaged for export to anyone (you have bags and labels to prepare the coffee for export - each bag must contain four harvested coffee cherry clusters and must be labeled)
- However, you don't currently have an export licence which you will need to buy if you want to sell your packaged coffee to the Global Market.
- You must make sure you survive so you may have to sell resources in order to buy food.

## Tips

- Try to strike deals with the small farmers so that they sell their maize and coffee to you (instead of the Company) for the lowest price.
- An export licence will help you make much more money for your coffee.

## Decisions to make

- ? Will you focus on growing or trading? Or both?
- ? What will you trade? What will you grow (if anything?)

# Role card: Company

## About you

You manage the local branch of a large multinational company that exports, processes and sells coffee on the global market. You can grow coffee (and maize) on your land but you also have lots of money to buy it from others and sell it on for profit.

## Your goal

- You have to generate as much money as possible. The winning group will be the one with the most profit at the end of the game.
- You must also ensure that you have enough **maize** for your member of you company's basic nutrition at the end of each season (you will need to hand in one corn cob for each member of your company).

## Growing crops

- You can grow **maize** by colouring and cutting out (or tearing) the corn cobs. *Do this carefully because corn cobs will be rejected by buyers if there are any criss-cross lines or white areas showing. You then cut out the corncobs to harvest but any damage inside the grey lines will also mean that your corn cobs are rejected.*
- You can grow **coffee** by colouring and cutting out (or tearing) the coffee cherry clusters (keep the cherries in the cluster). *Again, these will be rejected if there is any criss-cross pattern or white paper left or any damage to any of the coffee cherries inside the grey line.*

## Buying and selling

- You can buy coffee and maize from anyone and sell it to anyone.
- You have bags and labels to prepare the coffee for export. Each bag must contain four harvested coffee cherry clusters and must be labelled.
- You have an export licence – you need this to sell labeled bags of coffee to the Global Market.
- You need to survive so you may have to sell resources or use your money in order to buy food.

## Tips

- Don't be tempted by offers from other groups to buy your export licence – it's key to your profits!
- See what deals you can strike with farmers and traders to pay the lowest prices possible for their coffee and maize. When they are getting desperate you may be able to knock down the price even further!

## Decisions to make

- ? Will you focus on growing or trading? Or both?
- ? Who will you trade with (traders or farmers)?
- ? How will you make the most money possible?