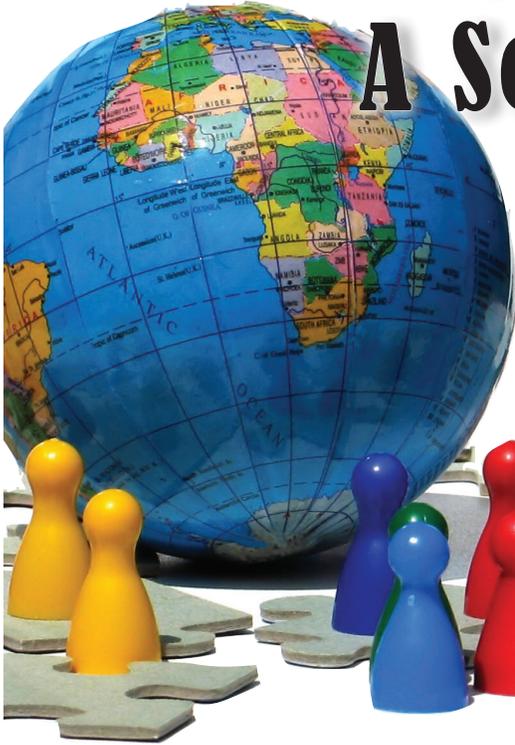


To Have and Have Not – A Solidarity Game



This group activity is a variation on the classic decision-making exercise, “The Prisoner’s Dilemma.” The purpose is to help young people reflect on the unequal conditions among the nations of the world, and the choices individuals and groups make that influence those conditions.

Divide the group into teams of about four each. Give each team one sheet of poster paper and markers, and allow a few minutes for members to come up with a name and a flag for their

“nation.” Have each nation briefly explain its name and flag to the large group.

Give each team/nation a paper bag containing an even number of some small object (poker chips, pencils, paper clips, etc.). You could use something edible like M&Ms, but be sure they are wrapped if you intend to use them later as a snack! The amounts in the bags should vary, from only a few at the low end to a hundred or more at the high end (you might have to stuff some of the bags to make them all look and feel about the same). Don’t tell the participants that the bags are unequal – let them discover it for themselves. The contents in each bag should be seen only by the team that receives it, and not discussed with others.

Give one red card and one green card to each team and explain how they work (see below). Select two teams to play against each other first. Play is simple: Each team decides amongst its members whether to display a red or green card. Each gives their card (without revealing their choice) to the moderator. After both teams have chosen, the moderator reveals the results.

If both teams have chosen **GREEN**, they divide equally the contents of their two paper bags.

If one team chooses **GREEN** and the other chooses **RED**, the team that chose **RED** gets the contents of both bags and the team that chose **GREEN** gets nothing.

If both teams choose **RED**, then both have to give up their bags. The contents of those bags then become part of the potential prize for the next two teams, and so on.





If a team loses everything, they are eliminated from further play. Continue play until either one team has won everything or until the last two teams have chosen to share everything (or until the moderator thinks play has gone on long enough). Then facilitate a group discussion. Here are some possible discussion questions:

- 1) How did you feel when you first discovered the contents of your paper bag? Did you think you had a lot or a little? Once you began to discover what other teams had in their bags, did you change your mind about the value of yours?
- 2) When it was your team's turn to play, why did you choose the card you picked? If you had it to do over again, would you choose the same? Why or why not?
- 3) If you lost everything, how did that feel? Were you angry? If so, at whom was your anger directed? (Your opponent? Yourself?)
- 4) If you won everything, how did that feel? Were you relieved? Did you feel guilty? Do you think you deserved those results or were you just lucky? If you had it to do over again, would you choose differently?
- 5) If you and your opponent both chose green, and you shared the winnings, were you satisfied? Why or why not?
- 6) Were your decisions about how to play the game influenced by what was in your bag? Did a small amount make you more inclined to take a risk? Did a large amount make you want to protect what you had?
- 7) How is this game like the reality of the nations of the world? What are some of the choices that "haves" make that hurt "have nots?" What are some lessons from the game that could benefit both groups?

If you wish to help students reflect on a deeper level and learn more about the realities of people living in the economically developing world, you can find more information on the CFCA website www.hopeforafamily.org. You can also find a quiz about international poverty at www.walkwiththepoor.org/theproblem/quiz.aspx.

Walk with the Poor is a youth movement of Christian Foundation for Children and Aging (CFCA).



connecting youth to the world

 sponsor a student