



We don't have to share beliefs – just a planet.

An Annotated List of Simulation Games

The Global Issues Resource Center fosters citizen responsibility through cultivation of a global perspective on critical issues affecting our planet and its people. The Center's special focus is on sources and management of conflict; the ongoing threats to global security; environmental dilemmas; and issues of diversity and multicultural understanding.

Located at the Eastern Campus of Cuyahoga Community College in Cleveland, Ohio, the Center serves educators, students and community leaders through custom - designed workshops, creative programming and its award winning multimedia library collection of alternative learning resources.

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How to Use The Global Issues Resource Center Library

**Global Issues Resource Center Library Hours:
Monday-Friday 8:30 a.m. to 5 p.m.
Evenings or weekends by appointment**

Open to the public, the Center's award- winning library offers information focused on current issues. A unique multimedia collection of resources is accessible through CLEVNET, the Cleveland Public Library's online catalog and via the Internet at www.cpl.org.

The Library's holdings focus on issues of diversity, energy, environment, global education, conflict resolution, war and peace. Annotated bibliographies of these themes are available.

The collection features the most current and user-friendly materials for pragmatic use in classroom and community settings. The multi-media resources include:

- ✓ Books
- ✓ Curricula
- ✓ Periodicals
- ✓ Audiovisual Materials
- ✓ Games/Simulations
- ✓ Resources from Other Organizations
- ✓

Materials may also be borrowed by visiting the Center. There is no charge.

Airplane Production. This exercise involves economics, basic math skills, engineering and group work. Two class periods, Middle-High School.

Alzheimer's Disease; A Grieving Loss Simulation. Participants create list of things that are important to them, then progress through states of Alzheimer's disease and are forced to "give up" those things that they value in life .Takes one hour, Adult. **This exercise should not be run if a debriefing period cannot follow.**

American History Activators. Collections of stand-alone, mini-simulations for key events in the 20th Century. The interactive lessons involve students in role-play of an historical event. (Depending on the debriefing's length, each activator takes 20 minutes to two class periods, Middle-High School)

The events are:

- Japanese-American Evacuation-1942,
- Montgomery Bus Boycott-1955
- Sit-In Demonstrations-1960
- Tragedy at Kent State-1970.

A-MAZE-ING Shapes. Students develop and use their knowledge of plane geometry and maze design to create an entrance to Geo World, a Pythagorean theme park. Grades 4-8

Animal Triads. The activity is to put a puzzle together, and that it can only be solved only if everyone helps each other. Grades 2-5.

Appreciating Diversity. This exercise focuses on the positive aspects of diversity. 1 class period, Middle School.

Arithmetix. Multidisciplinary game suitable for both social studies and mathematics classrooms. Students use mathematics, negotiating and coalition-building skills to model a miniature society. 1994.

Atomic. Representatives from different countries meet together to reduce nuclear proliferation in South Asia. 3 hours, 18 to 32 participants, Grades 7-Adult.

Atomic Bomb Decision. This portfolio of 13 historical documents and five essays on the development and use of the atomic bomb provides background for study and discussion of the dropping of the bomb at the close of World War II. High School.

❖ **Bafa Bafa.** Participants are immersed in two different cultures, each with its own distinctive style. After learning their own culture, participants get to visit and analyze the other culture. Participants will learn cultural sensitivity as they experience cultural alienation, rejection and confusion. 2-3 hours, 18-36 players, High School-Adult. For Middle School, see Rafa Rafa

Balance. Four families face ecological dilemmas while living in a contemporary American city. They must choose between economic-social values necessary for a family to function and ecological values necessary for our physical environment to survive. 8 to 15 hours, 16 to 35 participants, High school.

❖ **Barnga.** Promotes an understanding of how even the most subtle differences can lead to confusion among cultures and peoples, this challenging game asks players to compete in a card tournament called "Five Tricks." Each group is given a slightly different set of rules and players forming the various groups must reconcile their differences. 1 hour, 9 to 50 participants, Grades 7 - Adult.

Barnga-2. Designed to explore the factors related to communication problems in intercultural situations. A list of differences between BARNGA and BARNGA-2 are listed in the last section of this publication. 8 to 40 players 1997, 1 hour, Grades 7-Adult.

❖ **Baseball Game.** Participants buy and sell baseballs and learn how supply and demand are used to determine market price and how fluctuations in supply and demand affect price. 2 hours, ages 10 - Adult.

Bean Bag Balance. Teaches teambuilding and cooperation within a group, each participants as a group must cross a line twenty feet away while balancing a beanbag on his or her head. 10 min. all ages.

Brief Encounters. Explores how different cultures behave when they meet for the first time and how people perceive cross-cultural difference. 1995, 6-60 players, 20 min. Middle School-Adult.

❖ **Bullets & Ballots.** Students role-play competing factions in Guatemala during the three months preceding the 1990 presidential election. For 20 - 40 players, grades 9 - 12.

Bystanders Dilemma. Gives students an opportunity to listen to the opinions and values of others, critically analyze an issue and make a decision. 2 class periods Grades 7-12.

Care Squares. Demonstrates the importance of caring and cooperation in problem solving. Groups of five form five squares of equal size using a combination of pieces following rules that require cooperation from the entire group. 45 minutes Ages 10 and up.

Causes of the Cold War. Part I, 1946 - 1960; Part II 1961 - Participants act as Presidential advisors whose task is to suggest specific options to the President on world crisis situations, such as: Berlin, Korea, Middle East, Cuba, China, and Vietnam. 1985, High School-College.

Change Management. Explores the value of individual contributions to a team. Whoever pays the exact change of \$2 using the most coins receives a \$50 bill. 1996, 50 min., Adult.

Chatter. Encourages participants to pay attention to what happens during small-group conversations. Identifies the “different aspects of conversational messages, content, language, personal distance, vocal characteristics, and nonverbal messages. 1995, 15 to 30 players, 35 min., High School.

Chocolate Chip Coal. Helps players understand how coal resources are deposited, and, to become aware that energy resources are unevenly distributed. 60 min., Middle School.

Choice and Change in Life. An exercise in mathematical probability. Students are given experiences wherein choice and chance come into play followed by tasks that cause them to think about, and learn from, those experiences. 1994 Takes one class period. Middle School.

Circular Flow of Economic Activity. Demonstrates the economic relationships that exist between household and businesses in a market economy. 1985, two class periods. Middle School.

Committee. Simulation of the Congressional committee system using interaction of key members of congress, lobbyists, and the president. Students experience the legislative process and the conflicting goals of different factions. For 12-35 players. 8 to 10 hours. 1993 Interact. Grades 6-12,

❖ **Common Ground.** An educational board game specifically designed to provide students with the knowledge and skills used in the conflict resolution process. Students must use a win-win strategy to resolve conflict. 90 minutes. Grades 9-Adult.

Communication. Two people sit back to back, one of the individuals has an assembled puzzle, and the other participant has jumbled puzzle peaces. The person with the assembled puzzle attempts to verbally explain to the other how to put the puzzle together. Summit County.

❖ **Community.** A co-operative game, the game is "won" when the players through their co-operative efforts succeed in building a community. 1985, For 2 to 6 players, ages 9 years and up.

Company You Keep. An icebreaker that may be customized to any subject. Any age.

❖ **Conflict Busters.** An educational board game, with a space travel theme designed to teach students conflict resolution skills. 45 min. Grades 2-5.

Congressional Fact Finding Mission. This simulation takes students to Poston, Arizona, in June 1943, where a Congressional fact-finding mission has just arrived to investigate the relocation of Japanese-Americans and to recommend to President Roosevelt whether or not the incarceration should be continued. 1988, for 10 - 35 players. Grades 7 - 12.

❖ **Containment.** Players are encouraged to consider all aspects of nuclear energy and its alternatives. Errors in judgment force both sides to deal with mishaps. Unforeseeable mechanical errors are built into the game. Three levels of play are available - simple, standard, and advanced. For 2 to 4 players, grades 9 to adult

Cultural Sharing Chart. Participants complete a list of eleven items identifying their values, hobbies, dreams, and etc. 15 minutes.

The Debt Game. Shows the impact of international debt on Third World countries as well as on the Western world, provides an opportunity for players to personally experience structural injustice. 2 hours, 7-15 players. Age 15-Adult.

❖ **Debt Busters II: A Learning Game on the Federal Budget Deficit.** Players develop their own proposals to balance the federal budget. Compromise and negotiations are required. Instructions, a deficit primer, teaching guide, background information and data charts are included. Two to four hours playing time. 12 - 24 players, grades 9 to adult.

❖ **Decisions, Decisions: The Environment.** Simulation introduces many important science and social studies issues in the context of a local pollution crisis. Alpine's pond is terribly polluted! Role-playing as mayor of Alpine, students must tackle the situation. With support from four advisors - a scientist, a campaign manager, an environmentalist, and an economist - students evaluate often-conflicting data, facts, and opinions to decide social policy. How will their actions affect their community, their neighbors, and the world? Includes teacher's guide and CD-ROM. Grades 5 - 12.

❖ **Decisions, Decisions: The Cold War.** Simulation illuminates the history and issues of the Cold War era, from foreign policy to major military initiatives to ideological conflict. Raises a number of important questions and issues appropriate for any social studies curriculum, including how a nation chooses and supports its allies, the relationship between foreign and domestic policy, relations between major world powers and the effect of nuclear weapons on modern warfare and diplomacy. Guide to critical thinking in the classroom. Includes a teacher's guide and CD-ROM. Grades 8 - 12.

Deep Space 3000. Collaborative activity to help students envision and create a sustainable environment through the design of a "closed-system" spaceship that will be outer space for 3,000 years, and will bring healthy and happy future generations back to earth. 2002. 1-2 hours Grades 9-12.

Department X-Y-Z. Builds a spirit of teamwork in groups and encourages creativity and informal communication. Teams of five players are formed and each team is given a card with a nonsensical acronym printed on it. The team then decides what the letters stand for within their “organization” and then describe to the group what the mission and objectives are. 20-30 minutes. For all ages.

❖ **Disarm.** Whoever is the best at disarming weapons wins the game. Arms Tokens are removed the Arms Card whenever a player disarms. Collect the tokens and place them in a disarm pile. The player with the most Arms Tokens wins the game.

Diversity Bingo. A way to help individuals recognize the complexities involved in determining cultural perceptions and assumptions. Participants also become aware of how they are seen or categorized by others. High School-Adult.

Diversity Letter Game. Participants define the meaning of diversity. 10 minutes.

Draw A House. Demonstrates the effects of cultural mind sets on the ability to do a task. Two participants draw a house while holding on to the same pencil but not talking. 1995 Takes 20 minutes. For all ages.

❖ **Drinking Game.** To demonstrate drinking patterns from various cultures and to experience social pressure to counter these cultural norms. Adult.

Ducks in the Mall. Using scientific analysis, students must decide whether or not to build a mall on a wetland. One class period. Grades 10-12.

❖ **Earth Game.** Players assume the identities of different nations, managing resources and solving problems through trade agreements, consultations, economic communities, and deploying Peace Armies. 2-6 players can accommodate more, ages 10 years old and up.

Earth Science Contracts. Students work on contracts dealing with the world of geology, they use different learning styles while completing varying assignments requiring higher levels of thinking. 7 one or two week units, Elementary-Middle School.

Economics Made Easy: World Trade. Students, acting as stereotypical nations, experience the problems of international trade balances, crises, money panics and general world economic stress. 5 to 10 hours, grades 10-12.

Ecopolis. Identifies problems which affect our material-economic lives and our physical environment. 10 to 15 hours, 15 to 35 students, grades 6-9.

❖ **Ecotonos.** Players enhance their understanding of the impact of culture on decision making and problem solving, as they develop their skills in participating effectively in a multicultural decision making process. 3 hours for 12-50 players, High School - Adult.

EdVentures in Population Education. Introduces students to basic population concepts. May be used in school and in the community.

❖ **The End of the Line.** Designed to give participants a feel for what it is like to grow old, and what it is like to try to help people growing old. Adult.

❖ **Energy Resource Game.** In the style of monopoly this game educates players in the costs and value of various forms of renewable and nonrenewable kinds of energy. For 2-6 players. Age 10-Adult.

Equality. A simulation of the struggle for racial equality in a typical American city. Participants draw ID tags signifying ethnic background and containing role information. They role play incidents between minority groups culminating in crisis over school integration. 20 to 35 participants, grades 4-8.

Exclude. Participants form groups representing imaginary cultures. "Outsiders" attempt to join the groups but, must first decode the unspoken cultural norms in order to be granted entry. Reinforces the experience of being excluded and doing the excluding. 1995. 30 min. May be adapted for all ages.

❖ **Explosion.** This simulation of society's struggle to solve its population problems, 1980-2015, allows participants to experience a population crisis and its social, environmental and political impact on Spaceship Earth. Takes 10 to 25 hours. For 18 to 35 participants. Grades 5 to 8.

Finding the Best Site. Students must decide which of four sites would be best for constructing a landfill based upon a wide range of criteria, generally replication Ohio EPA recommendations and regulations. 3-5 class periods Grades 7-12.

❖ **Fire in the Forest.** In the imaginary South American country of Forestal, farmers are moving into the rainforest and claiming land held for thousands of years by the Aka-Hipa Indians. Conflict over land ownership and concern for environmental consequences are raised. Players assume the roles of tribespeople, settlers, government officials, environmentalists, media representatives, and intermediaries. Three hours playing time needed. Can be broken into 40-50 minute classroom periods. For 20-40 players. High School - Adult.

❖ **Fish Bank, LTD.** This simulation teaches principles of sustainable management of renewable resources while illustrating the interaction of economics, biology and group behavior. As managers of their own fishing companies, teams must maximize their assets. For 8-30 participants. High school through adult.

Fishing for the Future. Students model several consecutive seasons in a fishery and explore how technology, population growth and sustainable practices impact fish catch and fisheries management. Grade level 6-12.

❖ **Flight.** Student teams fly small planes in an air race across an imaginary continent. They must plan their strategies, figure out specific flight plans, react to the vagaries of fate, make new decisions, and record what happens to them. 10 class periods.

Footprints: Taking Steps to Understand Perceptions in Cultural Geography.

The presentation will involve the participants in a cultural conflict situation, enabling the learner to understand the importance of looking at conflict situations from the perspectives of diverse populations. Middle School-Adult.

Freelance. Group members write ads selling themselves as freelance facilitators. The whole group then determines the qualities that make effective facilitators. 45 min. may be adapted to all ages.

Freeway Planning Game. Participants will then make decisions to determine the best route for a freeway first working alone, then with same role groups, and finally as a representative with groups members from each role. Participants will be able to examine collaboration, negotiation, and decision-making behavior.

❖ **Friends Around the World.** Rather than competing to get their own FRIENDS into the Friendship Circle "first," players cooperate to get all FRIENDS into the Friendship Circle before the BLOB gets there. The BLOB symbolizes anything that can impede friendship and mutual respect. For 2-4 players, ages 5 and above

From Cannons to Dollars: The Battle for Manassas. Students must analyze the potential benefits of building a new mall and community center on the historic site of a Civil War battlefield, and then organize and lobby on behalf of their decision regarding the proposed land use. Takes two class periods. Middle School.

Gerrymandering. Students divide the fictional state of Gerry into congressional districts attempting to send either a Republican or Democratic majority to Congress. Takes one class period. Middle-High School.

❖ **Give Peace A Chance: A Game of International Relations and Conflict.**

Players are challenged to think about global interdependence while maintaining the cultural diversity of other countries. In some instances, all countries may benefit from the action of another country or the countries may all lose due to the action of another country. For 2-4 players, ages 9 to adult.

Global Burgers. Discusses the influence of American ideas and products on other world cultures. 1 class period. Grades 5-8.

❖ **Grocery Store.** Designed to teach important lessons in cross-cultural understanding, the peaceful resolution of conflicts, and tolerance. 2 hours or 3 class periods Middle School-Adult.

Group Jigsaw. An alternative whenever there is material to be learned that can be segmented or "chunked" and where no one segment must be taught before the others.

Heelotia: A Cross-Cultural Simulation. Players are divided into two "cultures" to gain firsthand experience in the formulation of stereotypes, perceptions, and misperceptions. 75-120 min. 24-60 players, Middle School-Adult.

Heritage. An adventure in travel and the competition of a cross-country road race to 15 student-selected national parks and historic sites. Students must make individual and group decisions, keep a daily travel log, write dairy entries, and do research for mini-reports. Requires preparation at least one day prior to playing the simulation. 1979 Interact. This unit takes 12 to 15 hours. Grades 4-8.

Hershey Kiss Game. Students are divided into groups to represent first, second and third world countries and are then given Hershey Kisses to represent their share of the gross world product. One class period Elementary School

Homeland. Fosters understanding of the difficulties involved in resolving international conflict peacefully. 15-30 participants 90 min. grades 7-12.

❖ **Hostage Crisis.** Terrorists hijack a western airliner. The US President rejects the terrorist's terms, leading to heated negotiations. Players assume the roles of terrorists, government officials, hostages, TV correspondents, and intermediaries. 1988, 3 1/2 hours. Can be broken into 4 classroom periods. 20-43 players Middle School - Adult.

Hot Rods: Storage of Spent Nuclear Fuel. Considers the debate over expansion of spent-fuel storage capacity at a nuclear power plant. Groups representing electric company employees, scientists, government officials and residents present their views at a public hearing. Requires 7 class periods High School -College.

Humanus. As only known survivors of a worldwide catastrophe, participants are monitored and controlled by HUMANUS, their survival computer. HUMANUS requires that they make certain decisions, e.g., 10 items they want the computer to provide beyond life-support needs and whether they will allow a potentially contaminated survivor to enter the cell. 90 min. Two or more participants 5th grade -Adult.

I Belong. The purpose of this game is to acknowledge that people belong to many groups simultaneously. 10-15 minutes.

Immigrant Selection. Students review the biographies of seven people wishing to immigrate to the United States and must choose ten of the twenty-one individuals to let in. 30 min. Middle School - College

Interaction. Introduces teachers and other persons to the world of educational simulations, the activity examines ecological problems with participants assuming various identities. 2 hours. 9-30 participants College - Adult.

Invent: A Simulation of Investors and the Invention Process. Students will develop insight into the creative process of inventing as they research inventors and see how their inventions have changed our lives. 10 to 15 hours up to 35 students, grades 4 -8.

JFK and the Cuban Missile Crisis. Examines Kennedy's role in resolving the critical Cuban Missile Crisis of 1962. It reconstructs the anger, tension, and agitation President Kennedy and his advisers experienced while they sought the best way to pressure Russia into removing its missiles from Cuba. 4 days grades 7-12.

Judgment: A Simulation of President Truman Facing Trial for His Decision to Drop the Atomic Bomb. Will help students understand the pressure on leaders as they make international decisions, and the responsibilities of leaders for moral and rational judgments. Students play the roles of members of an international tribunal, prosecution and defense counsels, witnesses for both sides, and President Truman. Grades 9 - 12 May take 10 class periods.

❖ ***Keep it Green: A Discovery Game for Environmental Consciousness.*** Players try to reach planet earth while it is still green and living. On your journey you draw cards instructing you to think of things in everyday life that are beneficial or bad for the earth. 2 to 6 players Elementary School - Adult.

Landfill. Student must decide which of four sites would be best for constructing a landfill based upon a wide range of criteria, generally replicating Ohio EPA recommendations and regulations. Three to five class periods. Grades 7-12.

The Lemon Game. Introduces the concept of stereotyping and illustrates how generalizations influence the acceptance or rejection of differences. 30 min. Elementary.

Life Raft. Encourages teamwork and creative solutions. Groups of students must construct life rafts out of rubber floor tiles in two minutes. 5 min. Elementary School

Lion, Fox, St. Bernard. A strategy tool for developing group dynamics and an understanding of leadership styles and participative styles.

Listening Circle. Teaches players to connect with others, even when they disagree.

Listening to Another Point of View. Students will practice seeing situations from a different point of view. High School.

Living in a Global Age. Explores issues of global trade and interdependence. Students portray presidents, diplomats and technicians as they vie to assemble a working flashlight. The groups, representing individual nations, are given varying amounts of resources and technology, bulbs, batteries or cases. 2-3 class periods. 12-30 players, grades 5-12.

Lost on the Moon. Mechanical difficulties have forced a spaceship to crash-land at a spot 200 miles from the rendezvous point. In order to reach the mother ship, the most critical items available must be chosen for the 200 mile trip. Fifteen items must be ranked by the most important item through the least important. Any age.

Mandy's Meadow: A Simulation of a Horseback Ride to Explore the Habitat of a Meadow. Designed to broaden the students scientific knowledge through the study of life forms found in the meadow. 1992, Grades K-2.

❖ **Mediation Games: Kids' Conflicts.** Five role-playing games that deal with issues such as lying, fighting teasing and bullying. 1992.

❖ **Mediation Games: Teenage Conflicts.** Five role-playing games explore issues around gangs, friendship, and sexual harassment and family relationships. High school.

❖ **Mediation Games: World Conflicts.** Players assume roles of participants or mediators in five international conflict situations: Test Ban Treaty; the Vietnam War; Seabed Arms Control; Negotiations on "Star Wars;" and Saddam Hussein vs. Uncle Sam. One to two hours. High school and college.

Missiles in Cuba: A Decision-Making Game. The President must decide what to do about the Soviet missiles in Cuba . Players assume the roles of analysts or policy-makers. 3 hours. High School-Adult.

Networth. Each player will accumulate money by working, trading, lending, renting or borrowing for the purpose of buying the necessities of life. The goal of each player will be to accumulate as much networth as possible.

❖ **Newscast.** Modeled after the television evening news and designed to develop a number of writing and speaking skills, this simulation challenges participants to ask probing questions, dig for relevant facts, scan large amounts of material, organize details, write fluently and speak before an audience. 7 or more hours. 12 to 35 participants. Grades 6-9.

❖ **Nuclear Escape.** A game of strategy and communication that increases interest in and understanding of the nuclear weapons dilemma. 2-24 players. Middle School-Adult.

Oh Garbage. Considers the dilemma faced by a community whose landfill is nearing capacity and faced with closure. 7 class periods. High School-Adult.

❖ **Pacific Rim.** Students learn about the lands, peoples and customs of 16 Pacific Rim nations. Each student studies 2 countries in depth. 20 hours. 24-35 students. Grades 5-9.

Pascal's Triangle. A logic game involving adding numbers. May take from 5 to 20 minutes depending on age and skill level.

Pass the Tennis Ball. The challenge is to pass a tennis ball around the group to anyone but the person next to them. Each person must touch the ball once and participants must not touch one another's hands. One or more teams of 6-8 players.

Paying for Packaging. Teaches children to become critical consumers and environmental stewards by demonstrating how consumer choice in packaging impacts on personal economic behavior and environmental quality. Grades K-3. Three class periods.

Pennies: The Scramble for Wealth. Increases understanding of the acquisition patterns of goods and resources throughout the world, it compares and contrasts one's own views about distribution with the views of others. Grades 6-12.

People Count. A social studies/math activity, students will conduct a census of the households of their classmates or other students in their school, then chart and analyze the data.

Potatoes and Oranges. Illustrates the principle of comparative advantage, why trade takes place. Grades 4-12.

Practice Throwing a Curve. Teaches the skills of nonviolent conflict resolution, encourages empathy with opponents, and identifies an alternative to fight and flight.

❖ **Rafa Rafa.** A cross-cultural simulation that divides participants into two groups, each with a distinct value system. Players observe and attempt to understand and participate in one another's culture. 1 1/2 hours. 6 to 40 participants Middle School.

❖ **Rainbow Bay.** A simulation integrating mapping skills, environmental Issues, and local government decision-making. Students will need to work cooperatively as they become aware of both simple and complex business, environmental, and legal issues facing many communities. Eleven class periods High School.

Red, White and Blue Chips. Participants learn the importance of setting and following priorities in a job-related situation even when other options are more tempting. 10 min. Adult.

Roberto's Rainforest: A Simulation of a Canoe Trip Down a River to Explore Tropical Rainforest. Designed to broaden the student's scientific knowledge through the study of life forms found in South America. Includes information on tropical rainforest weather, insects, plants, water, birds, people, and animals. K-3.

Roommates, Rights, Responsibilities, and Relationships. The purpose of this exercise is to make people aware of the issues and the compromises that are needed to make the roommate situation work. 40 -60 min. High School-Adult.

Scavenger Hunt. Participants find others in the group with who they have certain things in common. 10 min. All ages.

Second Constitutional Convention. A national convention has been called by two-thirds of the state legislatures to revise the constitution, the delegates vote to draft a new constitution from scratch. 1-2 class periods Middle-High School.

Shop Till You Drop. Students discuss and work toward personal and structural solutions to address environmental impacts of resource consumption and help alleviate poverty.

Simple Chocolate Bar. Broadens the student's understanding of how they are linked to others by challenging them to think of systems on a global scale.

❖ **Slicing the Pie: A Federal Budget Game.** Assuming the roles of members of Congress, lobbyists and concerned citizens, students face the task of balancing personal interests against the economic concerns of the nation in 5 key areas: education, the environment, national defense, Social Security and welfare. 3 class periods 15 to 25 players High School

Splash But Don't Crash. Helps students see the effect of population growth rates on the Earth carrying capacity through a simulation in which they move water from one container representing births and deaths into another container representing the Earth.

"Snot Fair. Students will experience first-hand what it would feel like to be born in an energy poor nation and then decide how to effectively and justly share the world's energy resources. 2-3 class periods Middle-High School.

Splash But Don't Crash. Effect of population growth rates on the Earth's carrying capacity. 1 hour grades 5-9.

Standing on Issues. The purpose of this exercise is to commit publicly to an issue. An issue is read and players are asked to move to the left, right, or stay in the center. Each group discusses the reasons for their position, and then one or two people are asked to explain their position to the group. Once again the players are asked how do they stand on an issue and players may change their position. Grades 7-12, two class periods.

Stranded-A Survival Game. There is no right answer for this simulation game. It demonstrates the benefit of group discussion and collective expertise, experience and input, which produces a better list of items than everyone's individual list.

❖ **Star Power.** A few participants receive a greater amount of high-value wealth chips than the other participants; these same participants are also provided the opportunity to change the rules of the game to protect their consolidation of power. The purpose of this game is to have the rules break down, as the disenfranchised powerless participants realize that they cannot win within the structure of the rules and react against their competitors who have abused the power. 2 1/2 - 3 hours. 18 to 35 players. High School - Adult.

Survival: A Simulation Examining the Best Energy Sources for Human Survival.

These activities allow students to view the current energy situation by simulating events which have happened or could possibly happen in the future.

Survival in the Desert. A plane crashes in the Sonora Desert, there are 15 survivors left. Before the plane caught fire the group was able to salvage 15 items. These items must be ranked from most important to least important.

Susan's Plight, Dora's Power. Role-play situation between two young friends, as they deal with an individual's choice of action when being treated unfairly. 20 min. 4th grade to Middle School.

Talking Rocks. Students are divided into groups of preliterate shepherds who communicate with each other by leaving messages about survival near abandoned campsites. As they try to create messages without the use of alphabet or modern symbols, students realize the versatility and utility of our writing system. 8-40 participants. 1-3 hours. 5th grade-Adult.

Temple Treasure. . Participants are challenged to work in teams to retrieve a treasure that is beyond their reach before time expires. 45-60 min. High School-Adult.

❖ ***Together.*** Players are divided into social groups, through discussion and trade agreements the players try to solve world problems. 6-36 players. Middle School-Adult.

Toil for Oil. Students experience the increasing difficulty of extracting a limited, nonrenewable resource over three generations. Students will also explore clean, renewable energy sources. 1 hour grades 5-9.

Tom's Tree. Is a scientific trip to explore a tree, students after joining teams, traveling on tour buses and working as scientists around the large wall map of Tom's Tree. They study insect life, bird habitat and small mammals. Takes over 10 hours grades K-2.

Toxic Waste Dump. Provides an opportunity for planning and experiencing teamwork, and a live forum for analyzing its prerequisites, process, and consequences. 60 min. Middle School-Adult.

❖ ***Trade Wars: The Game of Global Commerce.*** With this Monopoly-like trading game, players representing the Euro-League, Third World, East Asia or North America, they deal in pounds, pesos, yen or dollars to buy and sell corporations, form trusts and cartel, collect earnings and pay debts. Currency values fluctuate and market forces bring penalties and rewards. High School-Adult.

Tragedy of the Commons Game. Demonstrates how cooperation and communication are important in conserving common resources. 50-60 min. Elementary-Middle School.

Triangles. Explores the factors associated with planning and delegation of a new work process. 5-12 players, 1 hr. High School-Adult.

Tropical Rain Forest Simulation Game. Introduces students to the individuals and groups that use the forest, and to provide students with the opportunity to participate in the decision-making process with respect to tropical forest use. 3 or 4 day schedule. Grades 5-6. .

❖ **Understanding Our Environment.** This project consists of eight books User's Guide, Planet, Air, Water, Land, Life, People and Challenge of activities, projects and background information, as well as associated materials such as color transparencies, posters and brochures. Grades 6-9.

Unearned Privilege. Demonstrates that through no fault of our own, everyone starts at a different place in life but can contribute to the efforts of the organization. Adults.

❖ **Unequal Resources.** Helps students recognize the need for cooperation between nations.

❖ **UNGAME.** Encourages participants to share thoughts, ideas, and feelings and develop a deeper understanding of oneself and others. For 2 to 6 players. Middle School-Adult.

U.S. Response: The Making of U.S. Foreign Policy. Students are transformed into decision makers as they respond to a foreign policy situation. In their roles as decision-makers, students devise a foreign policy response much as actual decision-makers do. 3 class periods. High School-Adult.

Visit to an Alien Planet: A Cultural Diversity Game. Participants select a group of people of varying characteristics to visit an alien planet as representatives of Earth and to learn about the new planet. 1-1 1/2 hours 9-40 people. High School-Adult.

Watch Where You Step! Students identify what makes up an ecological footprint by creating a web diagram of all the resources and impacts associated with something they use or consume in their lives. Grades 6-12.

What Do You Value Most? Participants rank-order a list of consumer items according to which they would be willing to give up and then discuss the ethical dilemmas in energy and waste management.

What's in the News? In this media literacy activity, students use a model to analyze the patterns and underlying causes that drive events in the news. High School.

❖ **Where Do You Draw the Line?** Participants make judgments about the acceptability of behavior in response to a series of vignettes. They then use their decisions as the basis for developing an ethical system. 1 hour, 5-35 participants. High School-Adult.

Whose Job is This? Students determine whether certain jobs could be done by a man, a woman, or both. 20 min. Elementary School

Wiggles. Explores the relationship between leaders behaviors, members' goals and productivity. Players will learn: leadership, goal setting, and balancing rewards within a team. At least six players, 45 min. High School-Adult.

Wordles. Teams sort out word designs into common words and phrases. 10-39 min. All ages.

❖ **World.** A simulation of how nations develop and become involved in power struggles. Students face the challenge of creating a new world. Students will: develop and name separate new countries and plan unique governments, and learn about international relations and idealism on a level they can understand. Grades 6-9. 15 hours of instruction.

Worldview Mingle. In a party like setting, students experience what it is like to stereotype and be stereotyped, based solely on brief identity descriptions of people from particular backgrounds. Grades 9-12.

You Are In Charge. Players determine the order in which they would dispatch police officers to a variety of crimes in program, 10 min. plus discussion Middle School-Adult.

Yum-Yum Trees. Students will devise at least one possible solution to a problem-solving dilemma; identifying three renewable and three nonrenewable natural resource. 1995.

❖ **Zan-Tec's Game.** Represents the conflicts within the current generation between the individual and the group and between the present and the future in an individual's life. Students gain an idea of the interconnectedness among present societies and an understanding that what individuals do now imposes constraints on what future peoples are able to do. Takes 6 hours. For 18 to 60 participants. High school through adult.

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