



Connecting Experience The Unfair Game

AGE GROUP

11+

AMOUNT OF PEOPLE

10+

TIME

45 MINUTES

OBJECTIVE

Realising that there is inequality and the feelings associated with it.

MATERIAL

A lot of toy bricks, tokens to exchange against bricks



Instructions

Set up

There are four teams, each with different starting materials and circumstances.

- ▶ Team 1: flat floor, 40 bricks, 20 tokens
- ▶ Team 2: flat floor, 40 bricks, 20 tokens, each member of the team has 1 hand tied behind their back
- ▶ Team 3: not flat floor, 25 bricks, 10 tokens. Every 6-7 minutes, the game master comes and breaks the tower because of strong winds or flooding
- ▶ Team 4: not flat floor, 20 bricks, 10 tokens. The game master tells them several times that they need to move the tower a few cm because of local law

You can adapt the rules to work for your meeting place.

Shop: everyone can buy bricks, the price is 1 token for 1 brick.

- ▶ Team 1 every two bricks bought they get one for free
- ▶ Team 2 get one for one
- ▶ Team 3 has to pay 2 tokens to have a brick
- ▶ Team 4 has to ask twice and pay 2 or 3 tokens to get 1 brick

Play

The only instruction given to the teams is to make the biggest tower and that they can come and buy more bricks if they want. They have 20 minutes to do it.

Debrief

- ▶ Did you notice something during the game?
- ▶ What does it feel to be on the team that had more difficult rules? And for the one who doesn't?
- ▶ Did the one on the lucky team try to help the others? Why?
- ▶ What can we do to change inequality?



CONNECTING EXPERIENCE PAGE
<https://ej2020.org/connecting-experience/>

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