



Room In The Inn: Poverty Exercise

This exercise is designed to be run in three, 10-minute sessions. Smaller groups may not need the full ten minutes for each session.

Setup and resources:

Set up the following areas in your space. It may be helpful to mark some areas out with tape. There are signs in this packet for you to use to label each section of the exercise.

Village - Use painter's tape to mark out or designate an area for the village. This should be big enough for all Outsider Card holders to sit in.

Employment - Set up an area for work and station an employer there. You can provide participants with something simple to do, e.g. cut out paper shapes, fold newspaper, sort recycled junk, sort beads etc. They can sit on the floor or at a table, whatever suits your activity and space best. It is okay if there is not enough space for everyone to work at the same time. The employer will need a stamp to pay everyone for their labor.

Shop - Set up your shop with a table or counter for the shopkeeper to sit or stand behind. The shopkeeper will need a marker to cross out stamps and tick that food and drink has been purchased. You can make the game more interactive and provide a small snack like Goldfish or oyster crackers and small cups of water for the shopkeeper to give out.

School - Use painter's tape to mark out or designate an area for the school. Set up a whiteboard with markers or provide butcher's paper to use as a blackboard. The teacher may like a chair, but students should sit on the floor. The teacher will need a marker to mark the children present at school.

Clinic - Set up a small table and chair for the clinic. The health worker will need an immunization stamp or stickers.

Border - Clearly mark the border. This should be some way from the other activities if possible. The customs officer will need a table and chair at passport control and a stamp or sticker for issuing working visas.

Jail - Use painter's tape to designate an area for the jail. There is nothing to do in jail but wait.

Cemetery/Observation area - Have an area where those who are no longer in the exercise can sit and observe.

Assign Roles:

There are 7 roles to help facilitate the different activities in the exercise. Assign each of the roles and cut out and distribute the role cards provided below.

Exercise Facilitator (Teacher or small group leader)

The Exercise Facilitator is responsible for the flow of the exercise.

Gives all instructions for the exercise and explain the rules.

Observes what is happening in the exercise and gives helpful hints and direction to keep exercise moving.

Makes newsflash announcements-- allowing some time for each session to commence and for participants to be involved before making announcements. You will need to judge the best time for these to be made, so keep a close eye on what is happening.

Announces the beginning and ending of each session.

Employer

Your role is to provide employment during the exercise.

Participants with Card 2 must have a work visa stamp in order to work.

You pay two income stamps for basic work.

If a participant has received a tick for attending school you must pay them two extra income stamps.

You can choose how many people you are going to hire at any one time.

It is okay to have some participants waiting to be employed.

Participants must stay for three minutes in order to receive their income stamps from you.

You can change your mind about what you actually pay them by finding fault with the quality or quantity of their work. Try not to penalize those who have been to school. Do this at least once in each session.

In Session One you must not employ anyone without an immunization stamp once the newsflash is announced. Those already employed may finish.

Shop Owner

Your role is to sell food and drink during the exercise. You may give out some real food like small amounts of Goldfish crackers (they can eat it from their hands). Keep it plain.
You can give a small cup of water for the drink.

You can choose to charge one income stamp for both food and drink or two income stamps - one for each.

When a participant purchases food and/or drink tick the box on their game card and cross off the number of income stamps you are charging them.

Increase the price if it is becoming too easy to achieve and not enough people are dying.

In Session Three the cost of food (only) increases by two income stamps as soon as the newsflash is announced.

Teacher

Your role is to provide education during the exercise..

Use the whiteboard or butchers paper to teach basic alphabet or times tables.
Students could recite these out loud.

You will charge one income stamp for attending school.

Mark the income stamp on the participant's card when they arrive at school.

They need to stay at school for three minutes before you can tick that school was attended.

At random intervals close the school and stop taking students.

When players try to attend school, tell them the funding has run out and you need to close until there is more.

Healthcare Worker

Your role is to provide health care during the exercise.

You charge one income stamp for immunizations.

Cross off the income stamp when they arrive at the clinic.

Participants must stay at the clinic for three minutes before you can give them their immunization stamp.

Immunizations only last for one session.

When participants are declared too ill to work they will be directed to the clinic for the remainder of the session. You can choose to send them back to the village if you decide you have run out of funding.

You can choose to close the clinic at random times for lack of medicine. Send participants away and tell them to come back later when you might have new supplies.

Customs Officer

Your role is to provide passport control and issue work visas during the exercise.

All participants with Card 2 will need a work visa stamp in order to gain employment.

You can charge one income stamp as a bribe.

You may choose to let some participants work without paying a bribe.

In session one, participants will not have earned income to bribe you with so ask for them to give you their shoes.

Those who cannot afford a bribe in Session Two can also give you their shoes.

In Session Two, participants not wearing shoes will be arrested so this is an important aspect of the exercise.

Police Officer

Your role is to create a bit of hardship in the exercise. Try to have a few people in jail each session.

You can fine or imprison participants for offences such as littering, stealing or begging.

They may or may not be committing an actual crime – you can just make up a crime, e.g. you are arrested for littering.

Imprisonment may be for a set period of time, e.g. two minutes, the end of the session or until a bribe is paid to you.

If you accept a bribe mark off one of their income stamps.

You can be bribed to procure food and drink if they have enough income stamps.

All those in jail at the end of a session remain there unless they are due for release.

In Session Two, you will need to arrest all those who are not wearing shoes when the newsflash is announced. You may choose to let some go before the end of the session.

In Session Two, you will also need to mark off food and drink when the newsflash for prisoner aid is announced.

Make sure there are still enough participants in the exercise, so release prisoners early if you need to.

Rules:

Outline the rules at the start of the exercise.

- The exercise will be divided into three sessions. The Game Facilitator will announce when each session is beginning and ending.
- During each session, participants will need to earn money by working. The employer will decide their rate of pay. Participants may want to ask what pay they are going to receive before they begin working. They will be paid in stamps.
- Participants can attend school. This will help them get a better rate of pay, more stamps when they work. However, it may also cost stamps to attend school.
- When participants attend school, work, or the clinic, they must stay for three minutes in order to be stamped or marked off. If they leave, you don't get paid or educated or immunized.
- Each participant must eat and drink at least once every 10 minutes. They can buy food and drink from the shop if they have enough stamps on their card. If they do not eat at least one item of food and have one drink before each session is over, they will die and are out of the exercise. The shopkeeper can decide how many stamps to charge for supplies.
- Participants can go to the medical clinic to receive treatment or to be immunized.
- If participants live on the other side of the border, they will need to go through passport control at the start of each session in order to work. It is up to the customs officer to let them through. A bribe of goods or stamps may be required.
- There is also a police officer in the exercise who can put participants in jail or fine them if they have committed a crime or behaved badly in the exercise. They could receive a fine and/or be imprisoned for any offenses, such as littering, stealing or begging. Participants may be imprisoned for a set period of time or until they pay a bribe to a police officer.
- At different points in the exercise, announcements will be made about events that occur. These will affect participants, so listen carefully.
- When the Exercise Facilitator announces that the session has finished, participants should sit down where they are and wait for instructions.
- Hand out cards provided at the end of this packet to each participant. Be sure to give out the same amount of Insider Cards and Outsider Cards.
- Those with an Insider Card should sit in the village. Those with an Outsider Card will need to start on the other side of the border.

Session One:

Blow the whistle to start the exercise.

Newsflash - Aid organization offers food vouchers. If you are not currently working or at school you may get free food from the shop.

Newsflash - An outbreak of typhoid occurs. If you are not immunized you cannot work for the rest of this session.

Blow the whistle to end session one. Everyone should sit down where they are. All those who did not eat and drink are officially declared dead and are out of the exercise. If you are in jail, remain where you are. Exercise card 1 holders return to the village. Exercise card 2 holders return across the border.

Session Two:

Blow the whistle to start session two.

Newsflash - A new law has been passed that outlaws bare feet in public areas. Anyone found without footwear in public may be imprisoned or fined.

Newsflash - Receive child sponsorship. You may go to school for free this session unless you are in jail or live on the other side of the border.

Newsflash - Aid organization feeds prisoners. All those in jail receive free food and drink.

Blow the whistle to end session two. Everyone should sit down where they are. All those who did not eat and drink are officially declared dead and are out of the exercise. If you are in jail, remain where you are. Exercise card 1 holders return to the village. Exercise card 2 holders return across the border.

Session Three:

Blow the whistle to start session three.

Newsflash - Natural disaster destroys crops and water is contaminated. The cost of food increases two stamps for this session.

Newsflash - The natural disaster has contaminated the water supply. If you have purchased a drink and have not been immunised, go to the clinic. You cannot work for the rest of this session.

Blow the whistle to end the exercise.

Debrief:

Sit every down in a suitable area for the debrief.

Who was still alive at the end of the exercise?

What do you think helped you make it through to the end?

Who died in the first or second session?

What happened to you?

How did you feel about that?

Was everyone able to get what you wanted or needed in the exercise? Why or why not?

What do you think was the purpose of the exercise?

What did you learn from the exercise?

How realistic or unrealistic do you think the exercise is?

Exercise Card 1:

Session	Income Seek employment to earn income for food, education and healthcare	Food & Drink	Education Attend school to earn extra income	Health Immunize against announced health Issues
One		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	
Two		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	
Three		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	

Exercise Card 2:

Session	Income Seek employment to earn income for food, education and healthcare	Food & Drink	Education Attend school to earn extra income	Health Immunize against announced health Issues
One		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	
Two		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	
Three		Food <input type="checkbox"/> Drink <input type="checkbox"/>	Attended School <input type="checkbox"/>	



Village

age

Cemetery

Employment

shop

school

ilic

Border

ail