

INVESTIGATING GLOBALISATION

Investigating global trade - a simulation

The Globalisation game updates the existing Trading game, published by Christian Aid. It has been designed to demonstrate Globalisation's impact on World Markets and Trading Units.

It would be helpful if the students had played the original trading game before playing this version, and have explored basic concepts about world trading units.

AIMS

- The game illustrates how trade can benefit and hinder the economic development of different 'Economic units'.
- It generates and reinforces ideas about world trade and the impact of Globalisation upon the trading process.

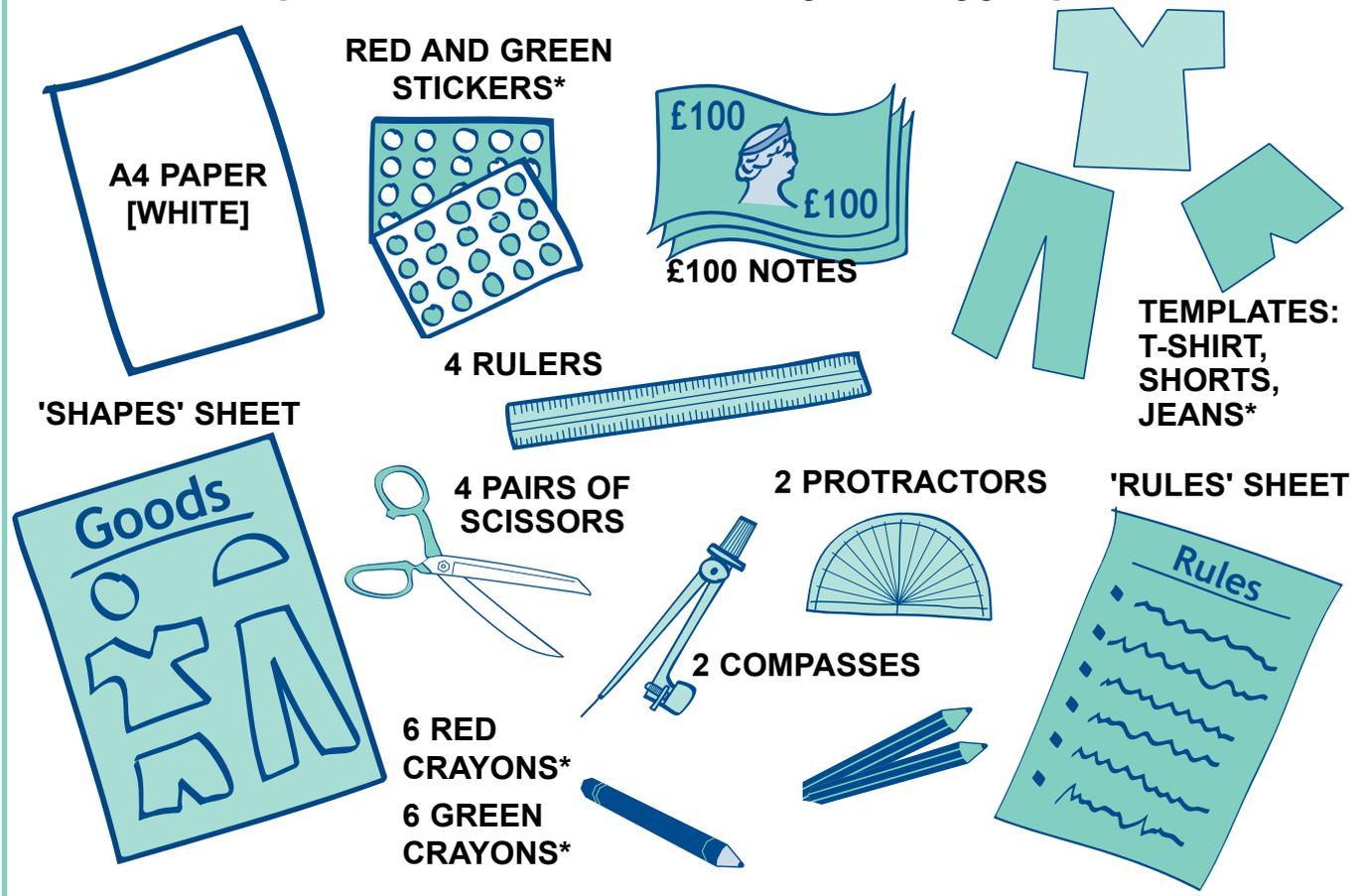
TIME

- Preparation time needed prior to the game to clarify ideas about Globalisation and to play the original trading game.
- A minimum of ONE HOUR needed to play the game.
- De-brief / feedback session [30 minutes - 1 hour].

PLAYERS

- Up to 30 players
- 4 or 5 'staff' needed to monitor the progress of the game and to act as the BANKER[S], UNITED NATIONS, GLOBAL COMMUNICATIONS REPRESENTATIVE and the GAME LEADER. The 'staff' could be sixth form students, classroom assistants or pupils chosen by the teacher from the group playing the game.

RESOURCES [*starred items are additional to the original trading game]



Setting up the game



The three groups A, B and C represent countries/ trading units at different levels of economic development. For example:

A - UK, Japan, C.I.S., Italy

B - India, Taiwan, Brazil, Nigeria

C - Tanzania, Kenya, Ghana, Vietnam

ROLES / GROUPS / RESOURCES

STAFF	RESOURCES
1. GAME LEADER	WHISTLE
2. WORLD BANKER[S]	CALCULATORS / LEDGER SHEETS
3. UNITED NATIONS REPRESENTATIVE	'FINES' SHEETS
4. GLOBAL COMMUNICATIONS REP.	E-MAIL ENVELOPES

2 X GROUP A RESOURCES	2 X GROUP B RESOURCES	2 X GROUP C RESOURCES
<ul style="list-style-type: none">  2 SCISSORS  2 RULERS  1 COMPASS  1 PROTRACTOR  2 SHEETS OF PAPER  6 £100 NOTES  4 LEAD PENCILS  1 'COMPUTER' [to receive e-mails] 	<ul style="list-style-type: none">  15 SHEETS OF PAPER  2 £100 NOTES  2 RED CRAYONS  2 GREEN CRAYONS 	<ul style="list-style-type: none">  8 SHEETS OF PAPER  2 £100 NOTES  2 LEAD PENCILS  1 RED CRAYON  1 GREEN CRAYON

ALL GROUPS SHOULD HAVE:

'RULES SHEET'

'GOODS SHEET'

SOME GROUPS WILL BE GIVEN [DEPENDENT ON LEVEL OF PRODUCTION]:

LOGO STICKERS

TEMPLATES FOR THE PRODUCTS

E-MAILS

A 'COMPUTER' [FOR E-MAILS]

The Globalisation game plan

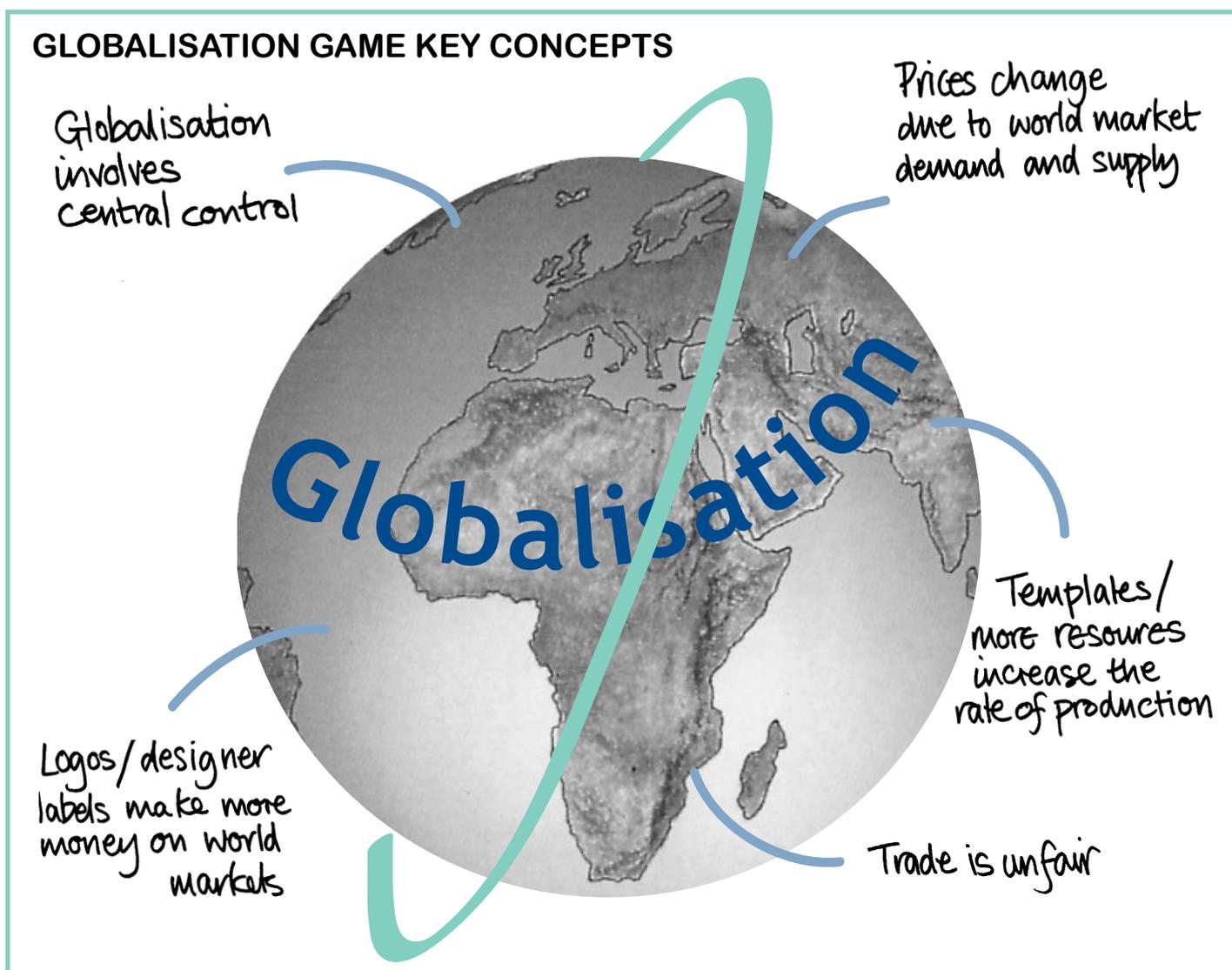
GAME OBJECTIVES

- The objective for each group is to make as much money as possible by manufacturing goods shown on the 'GOODS SHEET'.
- Logos and trademarks are awarded after the production revenue reaches £5000.
- Each manufactured item has its own value and the goods should be given to the banker in groups of five.

GAME RULES

- ALL GOODS MUST BE DRAWN IN LEAD PENCIL, CUT WITH SCISSORS TO THE EXACT SIZE SHOWN ON THE 'GOODS SHEET'.
- YOU CAN ONLY USE THE MATERIALS THAT HAVE BEEN GIVEN OUT.
- NO PHYSICAL FORCE IS TO BE USED DURING THE GAME.
- THE UNITED NATIONS REPRESENTATIVE WILL SORT OUT ANY DISAGREEMENTS.
- INFORMATION MAY BE RELAYED TO YOU DURING THE GAME BY THE WORLD BANK, THE UNITED NATIONS OR AN E-MAIL.

GLOBALISATION GAME KEY CONCEPTS



STAGE ONE: 0-20 MINUTES

- Split the class into SIX groups of four or five.
- Players are issued with their resources, the 'RULES SHEET' and 'GOODS SHEET'.
- The GAME LEADER should read out the rules and emphasise the game's aim and objectives.
- The game begins with groups manufacturing and trading, then banking goods in groups of five items.
- When a group's bank account reaches a threshold of £5000 they are awarded a trademark / logo. [This consists of a sheet of stickers, red or green, which can be applied to the product.] This DOUBLES its value.
- Trade continues with prices changing as demand for particular items change. The game leader informs the groups by announcing changes in prices paid.

STAGE TWO: 20-40 MINUTES

- When a group's bank account reaches £10,000 they are given two sets of templates for T-shirts, shorts and jeans. This will speed up their production.
- During this section the GLOBAL COMMUNICATIONS REPRESENTATIVE will play a key role. E-mail will be sent to those groups who are on-line with information about imminent price changes and suggestions for making more money.
- Towards the end of this section e-mails should advise groups to set up or take over production in other groups. This is most likely to be in Group C - the templates / logo stickers and some resources could be given to illustrate the idea of branch plants for multinational organisations in Developing countries.
- Charges could be levied for this when the items are banked [for example, 60% to the owners and 40% to the host group where the production has taken place].
- Continue to trade and change prices.

STAGE THREE: 40-60 MINUTES

- During this section the groups who have pencil crayons may be encouraged to produce counterfeit goods [by adding a drawn logo to their goods which will add 50% to the price of their goods].
- Some groups may become connected to the GLOBAL COMMUNICATIONS NETWORK and receive e-mail to help with their production of goods.
- If there's time, groups may receive help and resources [some more plain paper or scissors from the world bank in the form of a loan].
- Stop the game to leave enough time for each group to fill in an evaluation sheet to provide a record of the game's events and how they did.

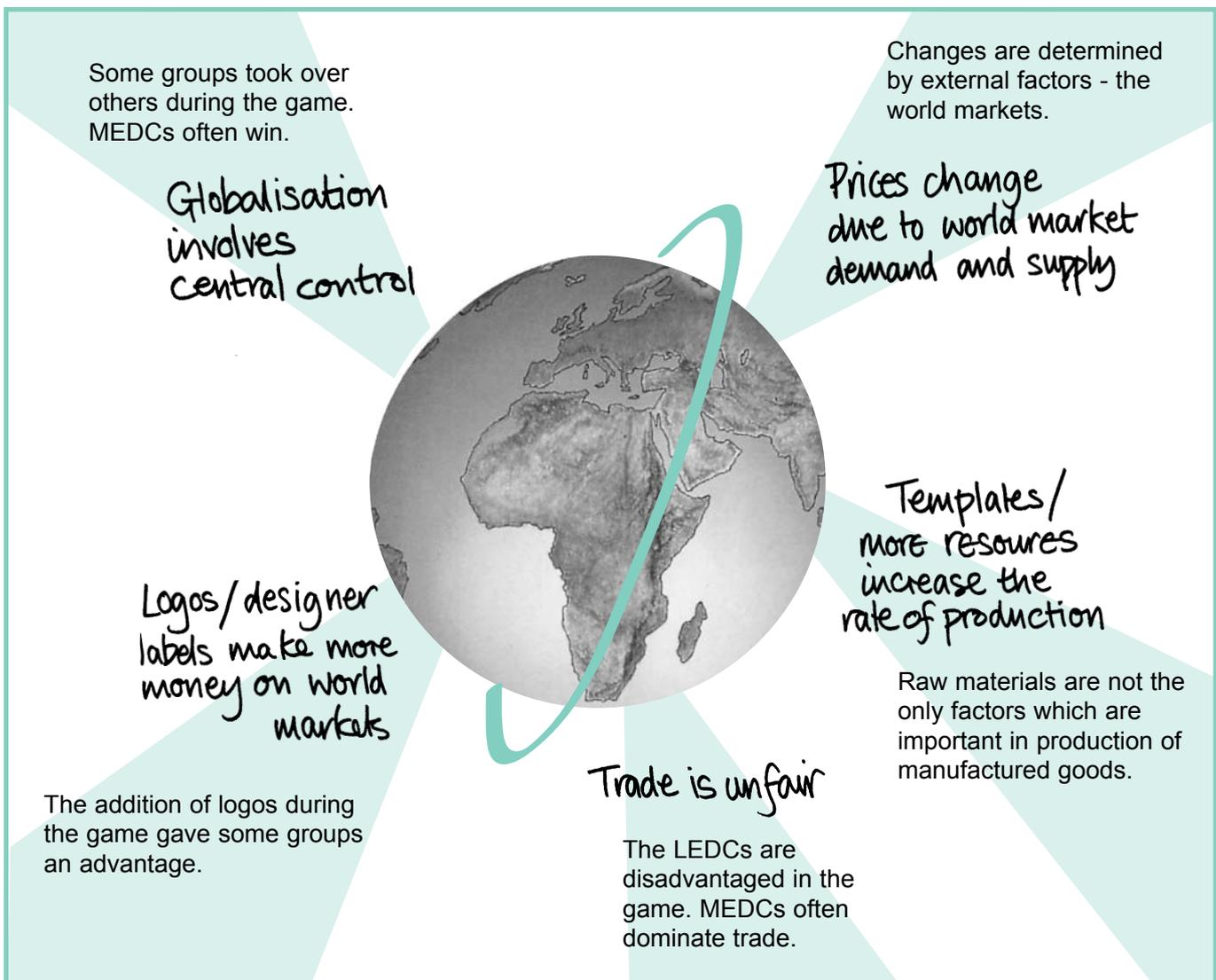
Debriefing the Globalisation game

FOLLOW UP WORK

Following the Globalisation game, groups should have a detailed debriefing session to draw together key ideas and concepts. Using the evaluation sheet filled in at the end of the game the groups could evaluate their experiences and share them with the class. This should encourage some good discussion and will lead to a clarification of ideas about Globalisation.

You could use the key concepts diagram [page 16] as a framework for groups to identify outcomes from the game - and interpret them.

The future sheet can be used to look at global futures and stimulate discussion about preferred and likely outcomes.



Extension: students could further explore how globalisation works using a classroom activity about the 1998 World cup on Tide~'s website www.tidegloballelearning.net. This could easily be updated using another global sporting event [eg Olympics, Commonwealth Games]

GLOBALISATION GAME EVALUATION SHEET



GROUP NUMBER AND MEMBERS



WHAT RESOURCES DID YOU GET?



WHAT THINGS DID YOU TRADE?



WHO DID YOU TRADE WITH? WHY?



DID YOU GET A TRADE MARK/LOGO
OR DID YOU PRODUCE COUNTERFEIT
GOODS?



DID YOU GET SOME TEMPLATES?
IF SO, HOW WERE THEY USED?



DID YOU GET ANY E-MAIL?
HOW DID IT HELP?



HOW MUCH MONEY DID YOU MAKE?



WHO WERE THE WINNERS AND
LOSERS IN THE GAME?



WAS THE GAME FAIR?

Globalisation game resources

GLOBALISATION - THE FUTURE

Use the key concepts and your evaluation sheet to discuss the game with your group. Write up a detailed account of the game from your group's perspective.

1. First, look at the list of 'Economic units' below and decide as a group which one fits your group best and why.

Nigeria C.I.S. Italy Ghana Brazil UK Vietnam
Taiwan India Tanzania Japan Kenya

REMEMBER! The resources given represent the following:

PAPER	RAW MATERIALS
RULER, PENCIL, SCISSORS etc.	MACHINERY / TECHNOLOGY
STICKERS	LOGOS / TRADEMARKS
TEMPLATES	ADVANCED TECHNOLOGY
PC [box] AND E-MAIL	GLOBAL COMMUNICATIONS

2. Write up your group's experience in the form of a report to the UN. Include the points listed on your evaluation sheet and explain how the process of globalisation affected the trade which took place.
3. Finally, discuss the 'losers' in the game. How could they become the 'winners'? Use the framework below to illustrate your thoughts.

PREFERRED
OUTCOME
[Winners]

ACTION REQUIRED

LIKELY
OUTCOME
[Losers]

Globalisation Game OBJECTIVES / RULES

The object of the game is to make as much money as possible by manufacturing goods shown on the GOODS SHEET. The goods should be banked in groups of FIVE. Logos and trademarks are awarded after production reaches £5000.

- 🌀 All goods must be drawn in lead pencil, cut with scissors to the exact size shown.
- 🌀 You can only use the materials that have been given out.
- 🌀 No physical force should be used during the game.
- 🌀 The UNITED NATIONS REPRESENTATIVE will sort out disagreements.
- 🌀 Information may be relayed to you by the UN, WORLD BANK, or via e-mail.

Globalisation Game GOODS SHEET

