

Farmers

A Decision-making Game

Purpose:

This game provides practice in planning and decision-making. It was originally designed to help women who had been IDPs and were returning to a settled farming life. The process of playing and the discussions that arise are more important than who wins.

The game is designed to be played by 4 to 6 people who will be **farmers** plus one person who will be the **landowner**. The landowner runs the game, taking and doling out money, while the farmers try to keep their family healthy and bring in a good harvest.

Preparing for the Game:

You will need:

- 4 to 6 small objects to represent each farmer – e.g. stones with dots of different colours;
- A pile of 150-200 smaller objects to represent money – e.g. beans, matches or macaroni;
- Two dice;
- The Good Day and Bad Day Cards (pages 3 to 6) – printed and cut out;
- The Family Cards (page 7) – printed and cut out;
- The two A4 sheets for the gameboard (pages 8 & 9) – printed out and joined together.

For a better 'look and feel', stick them onto a piece of board.

Adapting the Game: You may wish to translate the Cards into your local language. Either edit them before printing out, or make them up from scratch using actual card. Rewrite the Good Day and Bad Day Card text if necessary to suit your local circumstances and needs.

Setting up the Game:

Decide who will be the landowner and who the farmers; then:

- Shuffle and place the Good Day and Bad Day Cards in two separate piles, face down.
- The landowner distributes one Family Card and 20 beans (or whatever you are using for money) to each farmer, keeping the rest for himself.
- Each farmer decides on a **family name** and writes it on their card.
- Each farmer rolls one dice to decide their **marital status** and marks it on their card:
1 or 2 = they are widows or widowers
3,4,5 or 6 = they are married with a partner.
- Each farmer rolls two dice to decide the **number of children** in their family and enters the total on their card.
- Each farmer rolls one dice to see how many **units of land** the family has and enters it on their card.

Playing the Game:

The farmer with the most children starts the play. Farmers then take turns to roll one dice and move their piece that number of squares along the board...

- When a farmer lands on a **Good Day** or **Bad Day** square, they pick up the appropriate card from the pile and follows the instructions.
- Every time a farmer lands on, or passes, a **Rent Day** square, they must pay the landowner 3 beans for the family house plus 1 bean per child.
- **Harvest Days:** Harvest is reaped whenever the last farmer reaches (or passes) Harvest Day (every 20 squares). The landowner rolls one dice to see what the harvest has been:
 - 1 or 2** = A very good harvest: each farmer earns 3 beans for each unit of land;
 - 3 or 4** = An okay harvest: each farmer earns 2 beans for each unit of land;
 - 5** = A poor harvest: each farmer earns 1 bean for each unit of land;
 - 6** = No harvest – so no beans.

If a farmer runs out of money they have a choice...

- *either* to leave the land (and the game) to go to the city,
- *or* to borrow from the landowner. The interest rate is 50% of the amount borrowed, paid every Rent Day – or the landowner and farmer can negotiate a different rate.

The Winner:

The game continues until a winner is declared by the landowner.

Who wins?

- Is it the farmer that reaches the end first?
- Or, when everyone has finished, the family with the most beans?
- Or the healthiest family? (The landowner could choose the healthiest family by excluding those with HIV, the risk of infection, dead children or children at risk; then considering who has a record of good deeds and the most money.

The landowner's decisions are final.

<p>GOOD DAY</p> <p>Your family has a new baby!</p> <p>Pay 1 extra bean every Rent Day. Widow(er)s must pay 1 additional extra bean every Rent Day to provide for the mother.</p> <p><i>Keep this card as a reminder.</i></p>	<p>GOOD DAY</p> <p>An NGO helps build new houses.</p> <p>If you wish to sign up, pay 10 beans now – and you will then pay 2 beans less every Rent Day.</p> <p><i>If you do the deal, keep this card as a reminder. Otherwise return to bottom of pile.</i></p>
<p>GOOD DAY</p> <p>An NGO start a project for AIDS orphans.</p> <p>You house several of the orphans – for which you receive a total of 4 beans every Rent Day.</p> <p><i>Keep this card as a reminder.</i></p>	<p>GOOD DAY</p> <p>You can get free contraception from the clinic if you wish.</p> <p><i>Keep this card. It will cancel a “Your family has a new baby” card.</i></p>
<p>GOOD DAY</p> <p>You have a new job!</p> <p>You or your partner get a job paying 12 beans every Rent Day.</p> <p><i>Keep this card as a reminder as long as you keep the job.</i></p>	<p>GOOD DAY</p> <p>Your family has a new baby.</p> <p>Pay 1 extra bean every Rent Day. Widow(er)s must pay 1 additional extra bean every Rent Day to provide for the mother.</p> <p><i>Keep this card as a reminder.</i></p>
<p>GOOD DAY</p> <p>Good farming pays off.</p> <p>You’ll get a good crop – and an extra payment of 20 beans on the next Harvest Day.</p> <p><i>Keep this card as a reminder until paid, then return to bottom of pile.</i></p>	<p>GOOD DAY</p> <p>Fruit trees for sale.</p> <p>If you wish, you can plant fruit trees – this costs 5 beans now. Two Harvest Days later, you’ll get an extra payment of 20 beans.</p> <p><i>If you do the deal, keep this card as a reminder until paid. Otherwise return to bottom of pile.</i></p>

<p>GOOD DAY</p> <p>Baby survives!</p> <p>Thanks to breast-feeding and careful hygiene, your baby has a strong immune system and recovers from illness.</p> <p><i>Keep this card – it will cancel a “Youngest baby dies” card.</i></p>	<p>GOOD DAY</p> <p>You get an IDP Emergency Kit.</p> <p>You are able to sell bits of it, earning 4 beans.</p> <p><i>Return card to bottom of pile.</i></p>
<p>GOOD DAY</p> <p>You can get free contraception from the clinic if you wish.</p> <p><i>Keep this card to cancel any cards saying “Your family has a new baby”</i></p>	<p>GOOD DAY</p> <p>You have the opportunity to dig a community well.</p> <p>If you can get every family to agree and pay 8 beans, you can dig a well. Then you can grow vegetables – which will earn 2 extra beans for each family every Harvest Day.</p> <p><i>If you do the deal, keep this card as a reminder. Otherwise return to bottom of pile.</i></p>
<p>GOOD DAY</p> <p>Go forward 12 squares.</p> <p><i>Return card to bottom of pile.</i></p>	<p>GOOD DAY</p> <p>Go forward 3 squares.</p> <p><i>Return card to bottom of pile.</i></p>
<p>GOOD DAY</p> <p>Go forward 6 squares.</p> <p><i>Return card to bottom of pile.</i></p>	<p>GOOD DAY</p> <p>Go forward 5 squares.</p> <p><i>Return card to bottom of pile.</i></p>

<p>BAD DAY</p> <p>Go back 12 squares.</p> <p><i>Return card to bottom of pile.</i></p>	<p>BAD DAY</p> <p>Go back 3 squares.</p> <p><i>Return card to bottom of pile.</i></p>
<p>BAD DAY</p> <p>Go back 6 squares.</p> <p><i>Return card to bottom of pile.</i></p>	<p>BAD DAY</p> <p>Go back 5 squares.</p> <p><i>Return card to bottom of pile.</i></p>
<p>BAD DAY</p> <p>Infidelity risks infection.</p> <p>If male: you are being unfaithful. If female: your husband is being unfaithful. Roll one dice...</p> <p>1, 2 or 3 = you reach an agreement to use condoms. <i>Return card to bottom of pile.</i></p> <p>4, 5 or 6 = no condoms. <i>Roll a second die, now and every time it's your turn. If you get a 6 you have the HIV virus, which means you pay 4 beans every Rent Day for drugs. Keep this card as a reminder.</i></p>	<p>BAD DAY</p> <p>Infidelity risks infection.</p> <p>If male: you are being unfaithful. If female: your husband is being unfaithful. Roll one dice...</p> <p>1, 2 or 3 = you reach an agreement to use condoms. <i>Return card to bottom of pile.</i></p> <p>4, 5 or 6 = no condoms. <i>Roll a second die, now and every time it's your turn. If you get a 6 you have the HIV virus, which means you pay 4 beans every Rent Day for drugs. Keep this card as a reminder.</i></p>
<p>BAD DAY</p> <p>Your rent goes up!</p> <p>You must pay an additional 4 beans each Rent Day.</p> <p><i>Keep this card as a reminder.</i></p>	<p>BAD DAY</p> <p>3 AIDS orphans come to live with you.</p> <p>So you have to pay 3 more beans each Rent Day.</p> <p><i>Keep this card as a reminder.</i></p>

<p>BAD DAY</p> <p>Your family has a new baby!</p> <p>Pay 1 extra bean every Rent Day. Widow(er)s must pay 1 additional extra bean every Rent Day to provide for the mother.</p> <p><i>Keep this card as a reminder.</i></p>	<p>BAD DAY</p> <p>Your eldest daughter gets pregnant and has twins.</p> <p>All three are HIV positive. You must pay 12 beans for treatment every Rent Day.</p> <p><i>Keep this card as a reminder.</i></p>
<p>BAD DAY</p> <p>Youngest baby dies.</p> <p>Your youngest baby dies of diarrhoea – unless you have built a well, or have a “baby survives” card.</p> <p><i>Return card to bottom of pile.</i></p>	<p>BAD DAY</p> <p>Gambling debt.</p> <p>Your partner has been gambling and lost. You lose 4 beans every Harvest Day in order to clear the debt.</p> <p><i>Keep this card as a reminder.</i></p>
<p>BAD DAY</p> <p>Youngest baby dies.</p> <p>Measles strikes the community. Your youngest baby dies – unless you have a “baby survives” card.</p> <p><i>Return card to bottom of pile.</i></p>	<p>BAD DAY</p> <p>You lose your job!</p> <p>If you or your partner has a job, you lose it.</p> <p><i>Return card to bottom of pile.</i></p>
<p>BAD DAY</p> <p>The men and older boys leave for the city to find work.</p> <p>The field work is too much. You get 1 less bean per land unit every Harvest Day.</p> <p><i>Keep this card as a reminder.</i></p>	<p>BAD DAY</p> <p>Infidelity risks infection.</p> <p>If male: you are being unfaithful. If female: your husband is being unfaithful. Roll one dice...</p> <p>1, 2 or 3 = you reach an agreement to use condoms. <i>Return card to bottom of pile.</i></p> <p>4, 5 or 6 = no condoms. <i>Roll a second die, now and every time it's your turn. If you get a 6 you have the HIV virus, which means you pay 4 beans every Rent Day for drugs.</i></p> <p><i>Keep this card as a reminder.</i></p>

Family Cards

Family name: _____ Status: <i>Widow(er) / Married</i> No. of Children: _____ No. of land units: _____	Family name: _____ Status: <i>Widow(er) / Married</i> No. of Children: _____ No. of land units: _____
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