

VALUES

TITLE: Uncle John and Aunt Mary

AGE GROUP: 9-11

DURATION: 30-45 min with debriefing

LEARNING OUTCOME: Enable learners to develop appropriate values, habits and attitudes when handling money. Provide opportunities for learners to understand the nature, sources and uses of money.

KEY CONCEPTS: The participants have to come up with a common solution to a complex problem

MATERIALS NEEDED: Board / flipchart for the debriefing, false paper money in 500 banknotes, about 10 pieces

DESCRIPTION:

The goal of the game: to be decide about a situation: who win / loose and what do they win or loose?

The facilitator tells the audience this short story (by heart or reads). The participants are NOT allowed to make any notes, only listen.

Once upon a time, in a far-far village in Africa, there lived an old couple, Uncle John and Aunt Mary. They did not have anything else, but a milking cow, called Moo. They really liked their little cow, who provided them with milk, out of which they could make cheese, cream and sour cream too.

One day however Aunt Mary got sick. Uncle John got really upset: how to help his wife? How pay for the doctor? He could not come up with any other idea, so he took the cow the their rich neighbour.

The neighbour quickly accepted the cow, and paid 500 pounds for it. Uncle John went home with the money, but Aunt Mary by that time realized what he did. "What did you do? You cased away our one and only Moo? We do not need that money. I have some savings, and I am not that sick either. Go back, and buy her back!" So Uncle John went back and bought back the cow, but the greedy neighbour only gave it back for 1000 pounds. What to do? Uncle John paid it.

Time passed, and Aunt Mary got sick again. Uncle John again went to the greedy neighbour and sold Moo - now he got 1500 pounds for her. But as soon as Mary got better, she was very upset. She collected some money buy selling some of her heritage from her parents, and sent John back to the neighbour.

Now he only gave the cow back for 2000 pounds.

Who loose and what, and how much? Who win and what, how much?

Discussion

First all participants shall get time and come up with their own solution. Then the participants shall be grouped according to their solutions, and then representatives of all groups can come together and try to persuade each other.

The goal is to come up with a common solution.

When there is a common solution, the whole situation can be played through in a small drama game. Give the neighbour 4 x 500 banknote, and the couple 2 x 500 banknote. At the end check, who has how much. (It will turn out that the neighbour has 1000 pounds more).

Debriefing

There shall be two rounds of debriefing.

If there are a lot of participants (above 15), it is not required for everyone to talk). The first round of debriefing is about personal experience:

***How do you feel about the behaviour of the characters of the story?,
How have you felt during the exercise?, What was hard for you?, What did you enjoy?, How much you are happy about the solution?***

Usually at this time all participants are still very much overwhelmed by the game experience, that is why it is important to reflect on personal level.

The second round of debriefing is about generalizing.

When do you meet similar kind of situations in your life (or in your group)?, How do you usually react?, Do you think there are similarities of your group reaction to the one experienced here?, What?, What do you think we have learned from this game?

Comments:

Usually there are different numerical solutions coming up, and also there are a lot of “extra” solutions, like taking into consideration the amount of milk lost, the conflict within the couple and with the neighbour, moral questions of greed, and profit. All these issues can be discussed through.

The numerical result is actually not that important, all other questions turning up are: both moral issues, as well as communication issues when the subgroups try to persuade each other.

Group dynamic issues can also be perceived. For example, in one group there were no discussion turning up at all, as the maths star of the group declared the solution. If there is a group dynamic with a “star”, opinion leader in it, it might be a good solution to ask him or her at the beginning to become an observer. There can be more observers.

In case of 10+ participants, group can be divided into small groups of around 5, where they come up with a common solution, and then they representatives meet up to come up with a whole group common solution. In this case we shall give the instruction, that they cannot vote, they have to come up a common decision by persuading each other.

The game is ideal to discuss the moral / personal aspects of financial issues through a story.