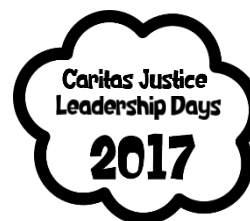


CHALLENGES IN THE PACIFIC



The Reality of
Climate Change
Are you ready?



Instruction Guide



The Catholic Agency for Justice, Peace & Development

Activity title: Challenges in the Pacific

Type: Simulation Game

Duration: 60 – 90 minutes

Target audience: 10 yrs +

Number of players: Between 24 – 80 people

Supervisors required: Minimum of 8

Resources needed: Playing tokens, plastic coins, family cards, task lists, cones, 2x buckets, cups, main game PowerPoint, origami sheet, coin bags, straws, paper, cloth, books, supervisor bibs (optional).

Aim of the game: For families of three to meet their needs each round to stay healthy.

Key messages from the game:

- Life can be hard throughout the Pacific where families are feeling the very real impact of climate change
- Sickness has ripple effects on a family (impacting on their ability to provide food, water, possessions, money and shelter for all).
- Climate change has been a driving factor in events throughout the Pacific including extreme weather, rising sea levels, more severe el nino and changing seasons.
- Many parts of Aotearoa are not affected to the same degree to other less developed and low lying islands in the Pacific.
- We all need to do our bit to help those in need (including those affected by climate change related challenges).

How the game works:

Students work in teams of three (if needed this can be adapted to 2 minimum and 4 maximum) and have 5 rounds to carry out tasks to meet their family needs. There are 6 main needs: food, water, health, possessions, shelter and money. Different tasks provide for different needs (e.g. working provides money and collecting water provides water).

At the end of each 4 minute round all the family needs must be met (6 of each need). If some needs are not met, then the family loses health (and possibly more).

After the first round, certain climate change related challenges are announced that impact families from different countries in different ways.

Countries represented:

4 Pacific countries are represented: New Zealand, Papua New Guinea, Fiji and Kiribati.

Set up:

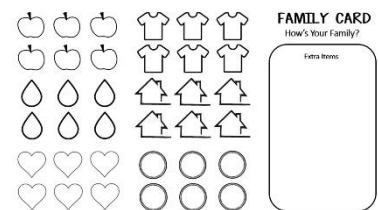
The four countries are given a corner of the playing area for their families to set up their family card and living space. In the middle of the area is the international trading zone where players can interact with each other.



Family card:

The family card is the main playing board for each family. It shows the 6 areas of need and has spaces for up to 6 tokens to be placed. An extra item bin is found on the right of the card where extra items can be placed.

Challenges in the Pacific



Task list:

The family members have 6 options in terms of what they can do during the rounds. These options are shown on the task list (which each family is given) and the resulting reward is shown beside each of the tasks.

- 1) Getting food – Completing a task related to getting food results in either 1 or 2 food tokens.
- 2) Working for cash – Completing a task based on a given job results in either 1 or 2 coins.
- 3) Playing – Getting involved in a game will provide health tokens.
- 4) Trading – All items (except health) can be traded with others based on what is needed most.
- 5) Collecting water – Completing a water related task provides one or two water tokens.
- 6) House keeping – Staying at home for the entire round provides 1 health and 1 shelter token.



End of round consequences:

Incomplete family cards at the end of the round results in the loss of health tokens equivalent to the gaps. Any additional gap results in a loss of other tokens as chosen by the family.

E.g. If there are 8 gaps in the family card, then 6 health tokens are removed and 2 other tokens as decided by the family (e.g. 2 possession tokens). [Refer to briefing video]

Entertainment Supervisor

Colour: Red

Role: To supervise the game of 'Paper, Scissors, Rock and Petals!' each round.

Reward to give: Health tokens (one at a time).

Gear needed: Red bib (if available) and bag of health tokens.

When: Players who win a round receive a health token.

After each minute elapses (roughly) you can give out a token to all that have been playing for the whole time since the last distribution.

Maximum: Try not to give more than 3 health tokens to any one player.

Game round duration: If there are a small number of players (4 or less) then use lives to make the round last longer. Aim to have two or three completed games within the 4 minute round.

Game play:

- 1) Players stand in a circle and play traditional 'Paper, Scissors, Rock' but do it all together.
- 2) Players can count out the Fijian for one, two, three (reveal on three):
DUA, RUA, TOLU...
- 3) As more family members arrive they can join in the game (until the point where you are down to 3 or 4 – they then should wait for the next round to begin).
- 4) Players are eliminated (but can stay in the circle) based on which symbol appears the least.
- 5) In the case of an equal number the players can replay that reveal.
- 6) Once the game gets down to two players the game resorts back to the traditional one on one match.



Students are shown playing a similar game in Fiji in this short video. Here they are playing with lives and using the traditional rules (as there is only 3 or less people):

www.youtube.com/watch?v=vKHZUBfKDIU

Between rounds: You will need to stock up on health tokens. These will come from families losing health due to events and as a penalty for not fulfilling family needs during the week.

International Trader

Colour: Orange

Role: To provide opportunities to trade with families from all countries.

Tokens to trade: All tokens can be traded (except health tokens).

Gear needed: Desk where you can place your available tokens for trade plus a range of tokens.

Where: In the centre of the playing area you will find 4 cones marking out the international trading zone. This is the space where you stay at all times.

Maximum: Try not to give a player a good deal (unless you are certain they are in desperate need). You have your own family and need to make a profit. Any New Zealander (wearing a black wristband) can be given a less than favourable deal as they will already have a lot in comparison to others. Generally, you can look to trade one for one.

Importance to the game: You may be the only way that families can get possessions (T-shirt tokens) after they lose them. So it is important that these are always available for players to trade. You can be generous and quickly trade one for one when players need T-shirt tokens.

Simulation game balance: Every time this game is played it works out differently depending on the behaviour of the players and their drawing of the cards. So your role is key to keep the game in balance. If there are certain items in very short supply you can be more generous. If there is an oversupply of items then you should make sure no more go out into the market. We want people to struggle to meet their needs.

Between rounds: You will need to stock up on tokens. These will come from families losing tokens due to events and penalties at the end of the round.

Sharing your stock with other supervisors: If you have lots of one type of tokens then share these with the relevant supervisor. Water tokens can go to the water supervisor for example.



Work Supervisor

Colour: **Yellow**

Role: To supervise players as they work their specific jobs to earn an income.

Tokens to be given: Coins are the only tokens that you can give as a source of income to players once they complete their task.

Gear needed: A good space is required for players to come to collect their card and carry out a short task. A desk would make it easier to have 4 clear piles of the cards players will draw. You will also have a bag of coins ready for distribution. Some jobs will require particular equipment that will be at your area: small dice, books to read, paper to sort, whiteboard to clean, straw and cup, origami instruction sheet etc...



Where: You will be best placed in a space beyond the family areas near the edge of the room or even outside the main room.

Overload: You will have many players coming to visit you at the one time. Have 4 separate piles of cards (one for each country) spaced out on a desk and let them pick these up themselves. They need to hold on to their card and start the tasks immediately. You will have many players asking when their task is to be completed... because only when you say so do they receive their income (1 or 2 coins depending on what their card says).

Completion of a task: When a task is completed and you give the player their income (1 or 2 coins) the card needs to be put at the bottom of the pile. Players can then choose to stay and draw again from their country pile or leave to go to a new station.

Timing: Get to know the tasks that players are trying to accomplish. For one coin reward you can aim to let the player do their task for about 1 minute. For 2 coin rewards you could keep the player waiting for up to 2 minutes.

Maximum: Generally, no player should receive more than 4 work tokens by themselves in one round (however in some instances they may be able to).

Importance of money: Players will find that coins are very important as they need 6 for their family by the end of the round. However, they can also use them to trade with others in the trading zone.

Between rounds: You will need to stock up on coins at the end of the round. These will come from families losing tokens due to events and penalties at the end of the round. You can collect coins that families are removing. You may also like to re-organise the gear at your station (so get the paper ordered, pull apart the lego blocks, draw on the whiteboard (to be cleaned) etc...

Humanitarian

Colour: Orange (High vis vest!)

Role: To help out families in the most affected areas.

Tokens to be given: You will have a selection of tokens to give to families who are most in need after events such as cyclones, drought, coastal flooding. These will include: Coins, food, water, possessions, shelter and health.

Gear needed: You can wear a high visibility vest to stand out plus your bag of tokens.

Where: You can spend the first round in the trading zone but after this you will visit the countries in most need after the events between rounds.

You can still come back to the trading zone to collect coins to pass on from any willing families who may be more privileged than others.

Lesson: You may have some generous souls willing to give you all manner of tokens to pass on to families. However, like in reality, humanitarian agencies encourage funds to be given rather than goods that will merely slow down an effective response. So don't accept any food, water, possessions or shelter. Thank any players that offer to give these and remind them that coins will be more useful.

Timing: The rounds only last for 4 minutes and it would be good for you to cover a number of families so don't spend more than 30 seconds with one family. Explain what you are giving to them when they ask in desperation. E.g. The health token may represent counselling or medical care; the shelter may represent someone helping to repair their home.

Between rounds: You may need to stock up on tokens. These will come from families losing tokens due to events and penalties at the end of the round. You can collect tokens that families are removing.

Sharing your stock with other supervisors: Before the next round begins just make sure that each supervisor has enough of their unique token. You may need to share some of the tokens you have collected. Water tokens can go to the water supervisor for example.

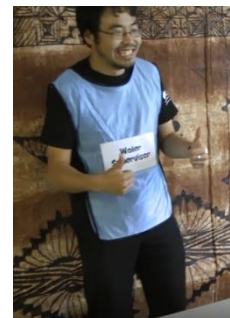


Water Supervisor

Colour: Blue

Role: To supervise players as they collect their water and reward them with water tokens.

Gear needed: You will have 2 buckets (red and blue). These need to be about 10-15 metres apart. At the start of the game the red bucket should be 80% full of water and the blue bucket will be empty. You will have over a hundred little glasses that can be stacked in lots of 3 (coloured ones) and 5 (clear ones). Place the blue cards in one pile in front of you on a desk.



Where: You will be best placed in a space beyond the family areas near the edge of the room or even outside in case there are spillages!

Bucket placement: Have the empty blue bucket near you and the red bucket should be 10-15 metres away from you but within sight. Players will be running back and forward and transferring water from the full bucket to the empty bucket. If the blue bucket gets too full, then at the end of that round, pour all the water back from the red bucket to the blue.

Bucket transfer: As players (from Kiribati, Fiji and PNG) come to you and take their card you can ensure they take glasses from the right pile: 3 coloured glasses for one water token; and 5 clear glasses for two water tokens. Remind students they must fill and return one cup at a time. For example, if a player has 3 coloured glasses, they must pick up all three glasses at once, still holding their card, and run to the red bucket and scoop up water to then drop back in the blue bucket. Then they will return and do the same with the remaining two cups one at a time. After their 3 completed circuits they then hand in their card to you and you give them one water token. The card is then put at the bottom of the deck.

Overload: You will have many players coming to visit you at the one time. Have all of your glasses stacked as described above (in two piles: coloured in threes; and clear cups in fives) as this will help you be prepared once the players start arriving.

New Zealanders: The players with black bands (from New Zealand) do not have to pick up a card but you just need to ask them to turn the tap. After about twenty seconds you can give them 1 or 2 tokens (depending on your supply of tokens).

Completion of a task: When a task is completed and you give the player their water tokens (1 or 2 tokens) the player can then choose to stay and draw again from the pile or leave to go to a new station. New Zealanders can also line up to turn the tap too if they wish.

Timing: It will take about one minute for players to receive one water token and just under two minutes to receive two tokens. Generally, no player should receive more than 4 water tokens by themselves in one round (however in some instances they may be able to).

Between rounds: You will need to stock up on water tokens at the end of the round. These will come from families losing tokens due to events and penalties at the end of the round. You can collect water tokens that families are removing. You will also need to re-order the cups ready for the action to come in the next round.

Food Supervisor

Colour: Green

Role: To supervise players as they collect their food and provide them with food tokens as they complete tasks.

Gear needed: You will need a desk and an open space for players to hop and run on the spot in front of you. You will also need a bag of food tokens.



Where: You will be best placed in a space beyond the family areas near the edge of the room or even outside to allow for more space.

Main tasks: Most players will be given a simple task that involves a small amount of exercise and energy. This is to reflect the fact that they have to work hard to manage or collect their food. Some will need to either: hop on the spot and clap their hands (for 2 food tokens); or run on the spot (for 1 food token).

Overload: You will have many players coming to visit you at the one time. Have your 4 piles of cards (one for each country) spaced out for students to pick up easily.

New Zealanders: The players with black bands (from New Zealand) will have a few easier tasks and in some cases their card will just say to collect food tokens straight away or will require them to tell you 5 vegetables or fruits.

Completion of a task: When a task is completed and you give the player their food tokens (1 or 2 tokens as stated on their card) the player can then choose to stay and draw again from the pile or leave to go to a new station.

Maximum: Generally, no player should receive more than 4 food tokens by themselves in one round (however in some instances they may be able to – especially New Zealanders).

Timing: This is the key point to remember... Players are waiting for you to tell them when they have finished their task. Try to wait about a minute per token earned. So this means you are trying to make the hoppers wait for almost 2 minutes before giving 2 tokens. In the same way, the players running on the spot should have to run for 1 minute before getting their 1 token. After a while you will find it hard to keep record of who started when but just try to be as consistent as possible. This is a justice simulation so you can deliberately favour some and make others wait longer too... life is not always fair!

Between rounds: You will need to stock up on food tokens at the end of the round. These will come from families losing tokens due to events and penalties at the end of the round. You can collect food tokens that families are removing. You may also need to shuffle or re-organise the cards in their 4 piles.

Simulation Supervisor

Roles:

- 1) To introduce the game and share the briefing video
- 2) To start and end each round
- 3) To give out health and shelter tokens to family members who stay behind
- 4) To explain the events between rounds

Introducing the game: It is important not to give too much away at the start other than the fact that players should be in families of three across four Pacific countries and that life is going to get challenging!

Simulation briefing video: This video runs for just under 7 minutes and explains the basic gameplay of the game: <https://youtu.be/lv72hzEZ4IY>

Caritas Aotearoa New Zealand has created a PowerPoint that runs with the game complete with a countdown (4 minutes) for rounds and images that correspond to the events with detailed consequences for each country.

Rewarding those at home: One of the tasks that players can choose to complete during a round is house keeping. They are required to walk around their family cards and cannot do anything else for the rest of the round. Watch during the round to see who has chosen to stay at home. When there is only about 1 minute remaining in the round you can distribute 1 health token and 1 shelter token to each of these players.

Key events:

Remember that one of the main messages of the game is that: 'Climate change has been a driving factor in events throughout the Pacific including extreme weather, rising sea levels, more severe el nino and changing seasons.'

The following events between rounds convey this message clearly...

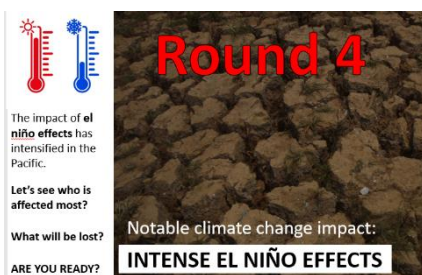
After Round 1



After Round 2



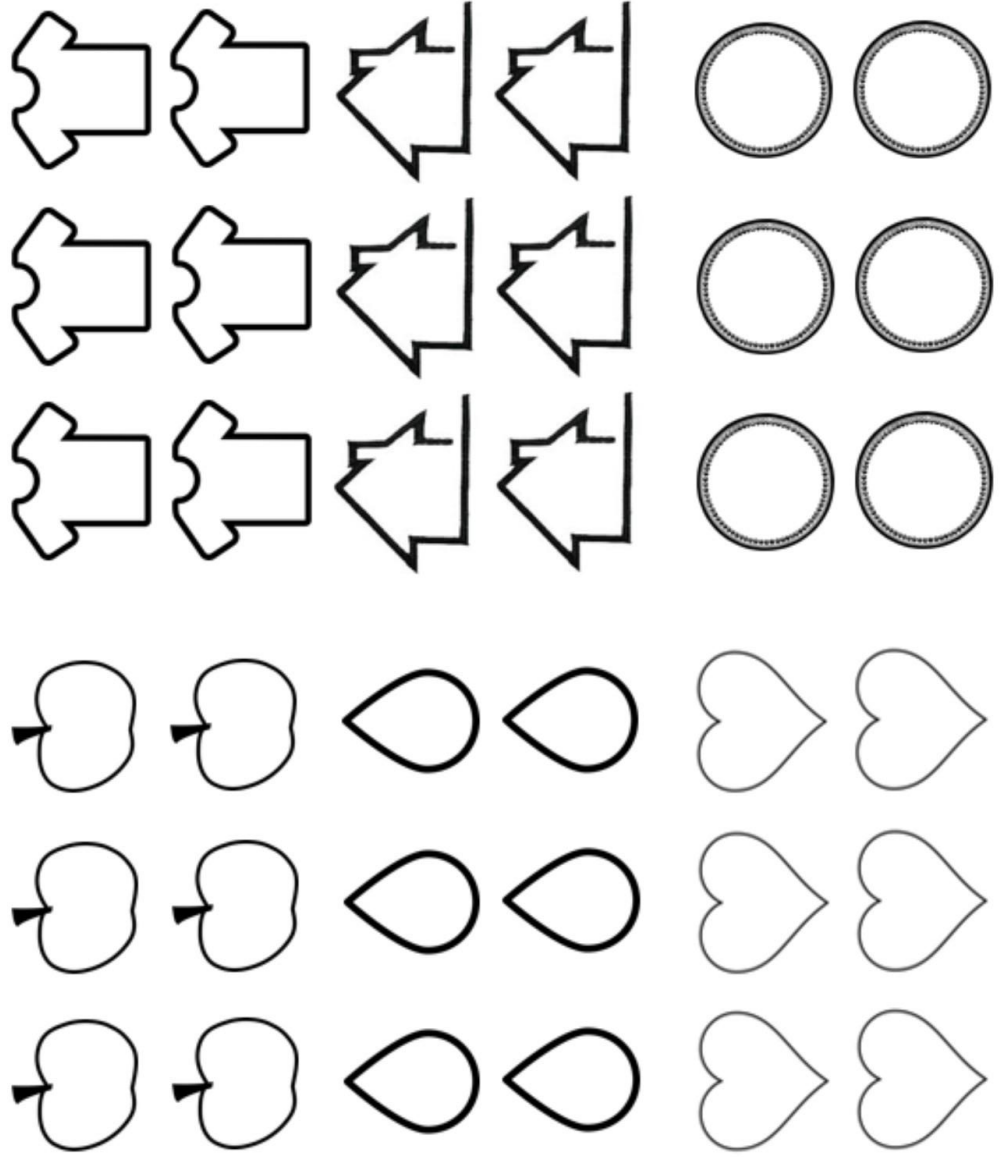
After Round 3



After Round 4



Challenges in the Pacific



FAMILY CARD

How's Your Family?

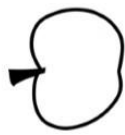
Extra Items



Task List: What to do?



Getting food



Trading



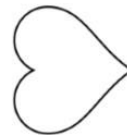
Working for cash



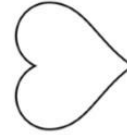
Collecting water



Playing



House keeping



Think about what you need...

Humanitarian

Humanitarian

International Trader

International Trader

Water Supervisor

Water Supervisor

Entertainment Supervisor

Entertainment Supervisor

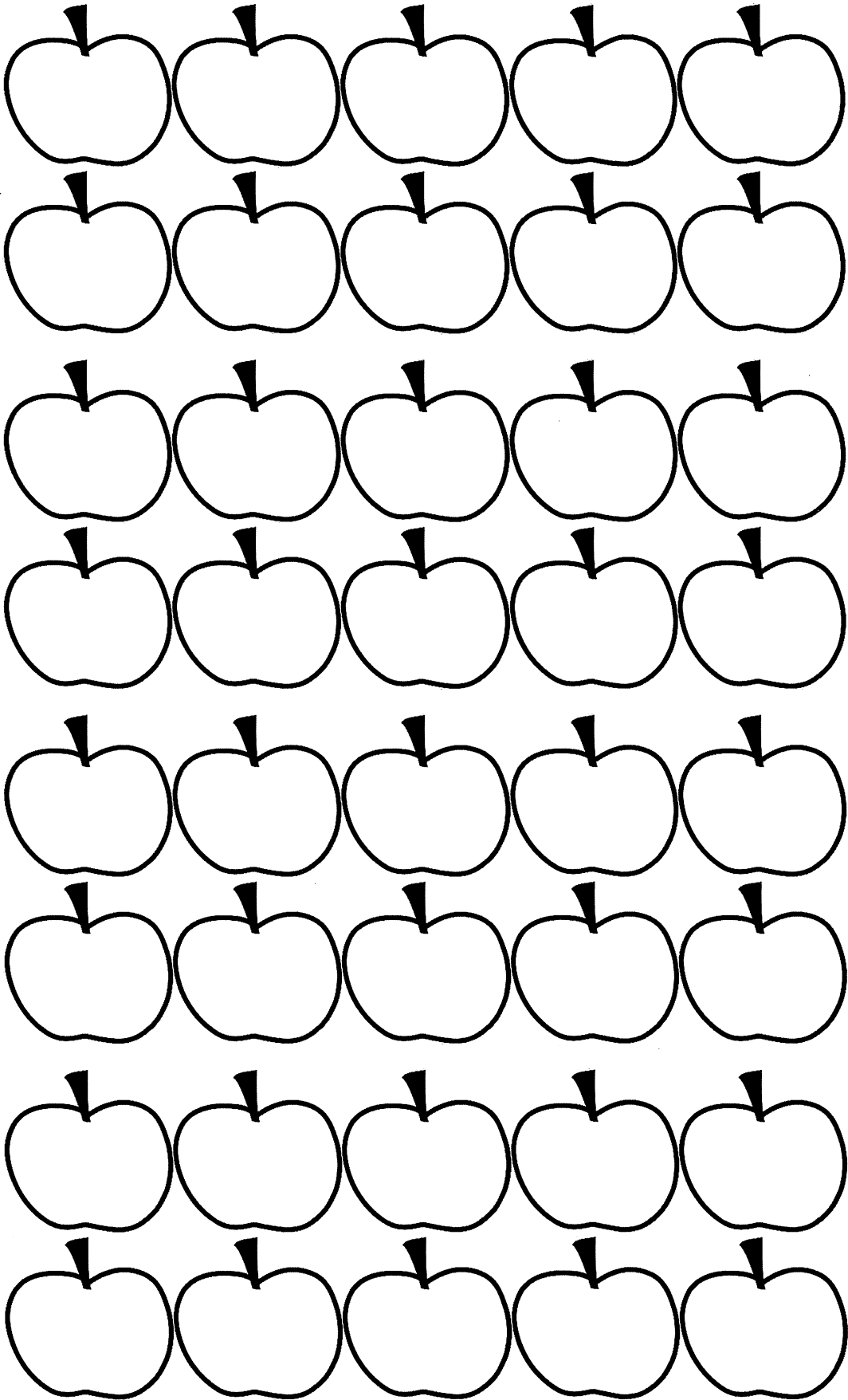
Food Supervisor

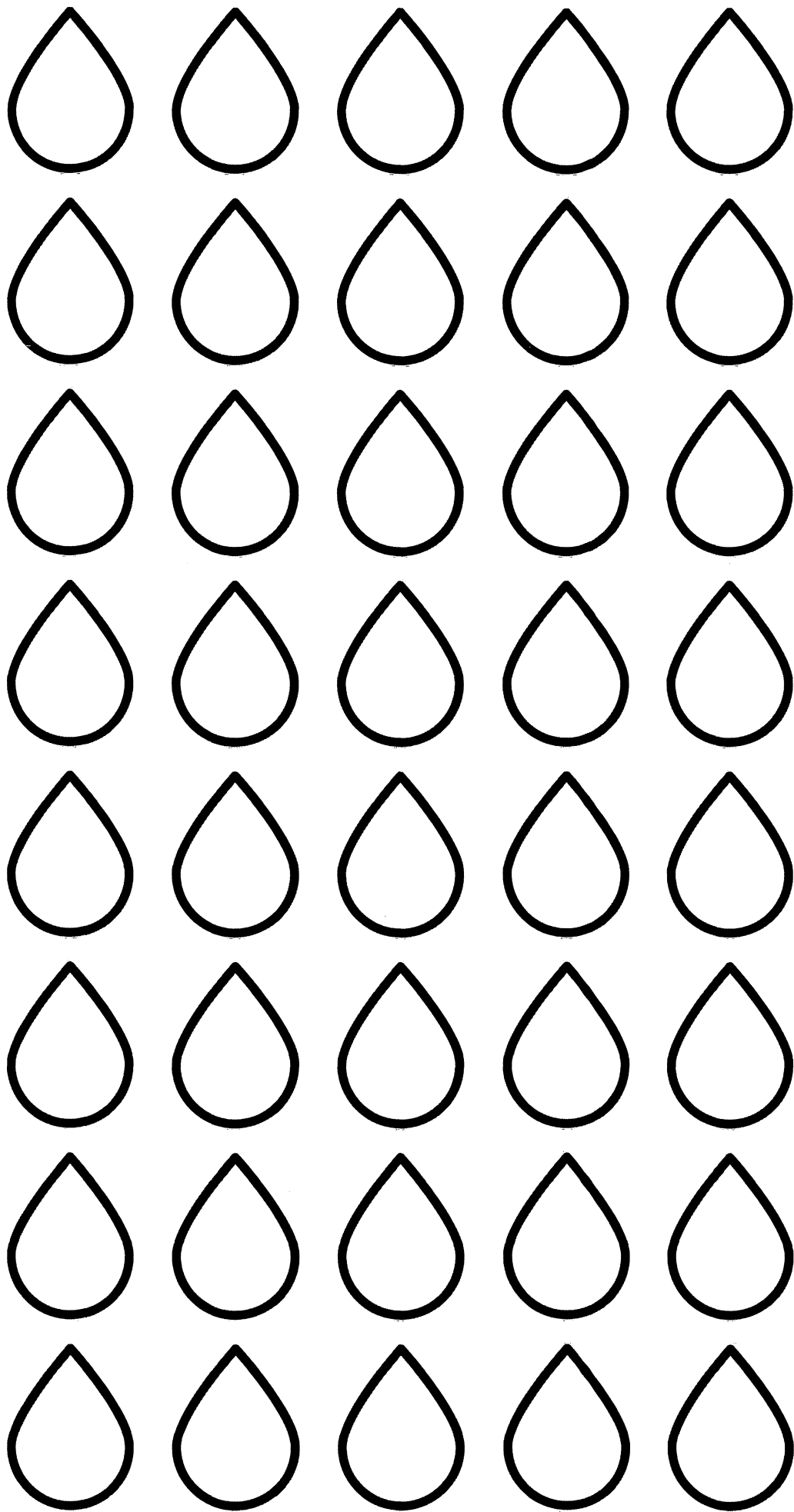
Food Supervisor

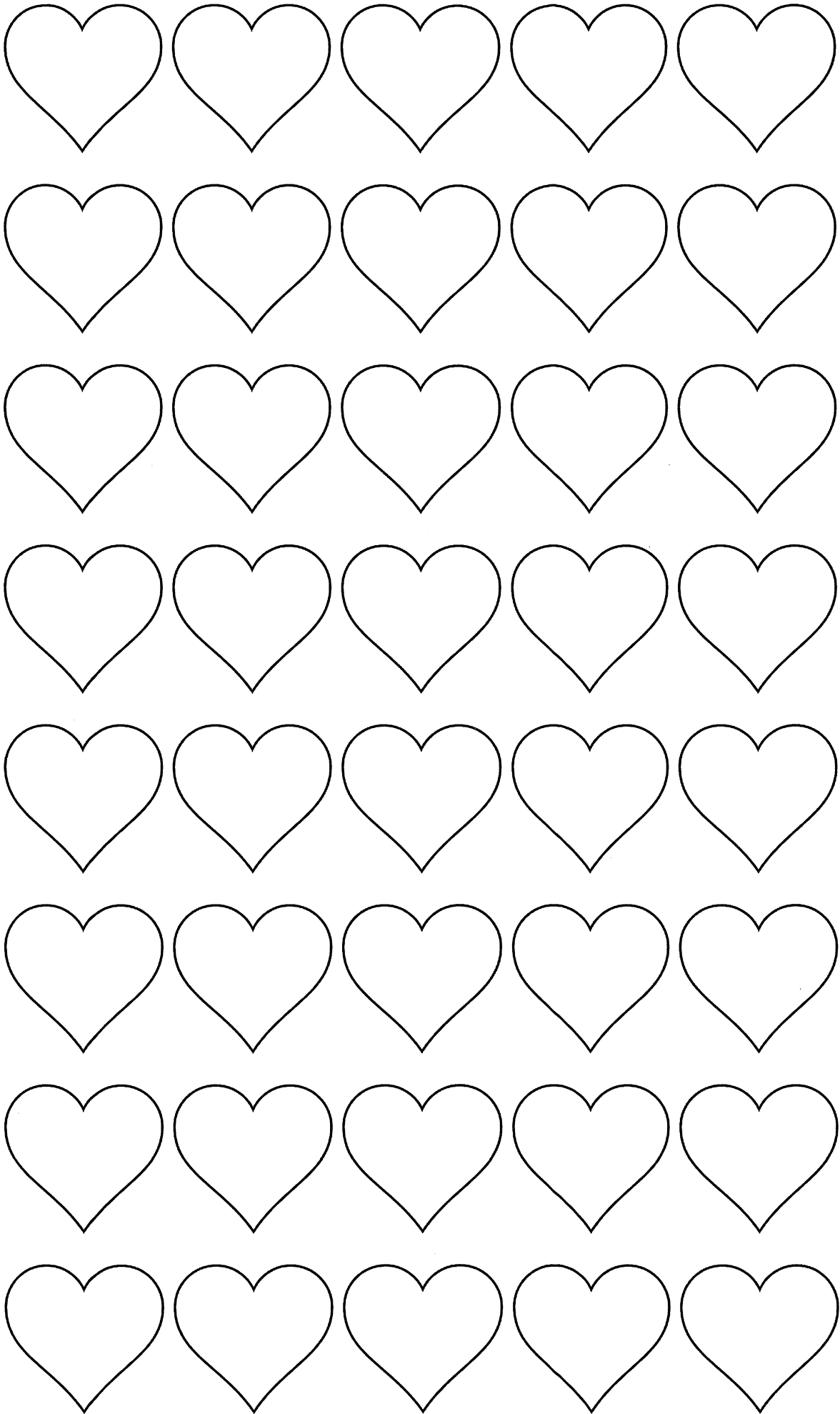
Work Supervisor

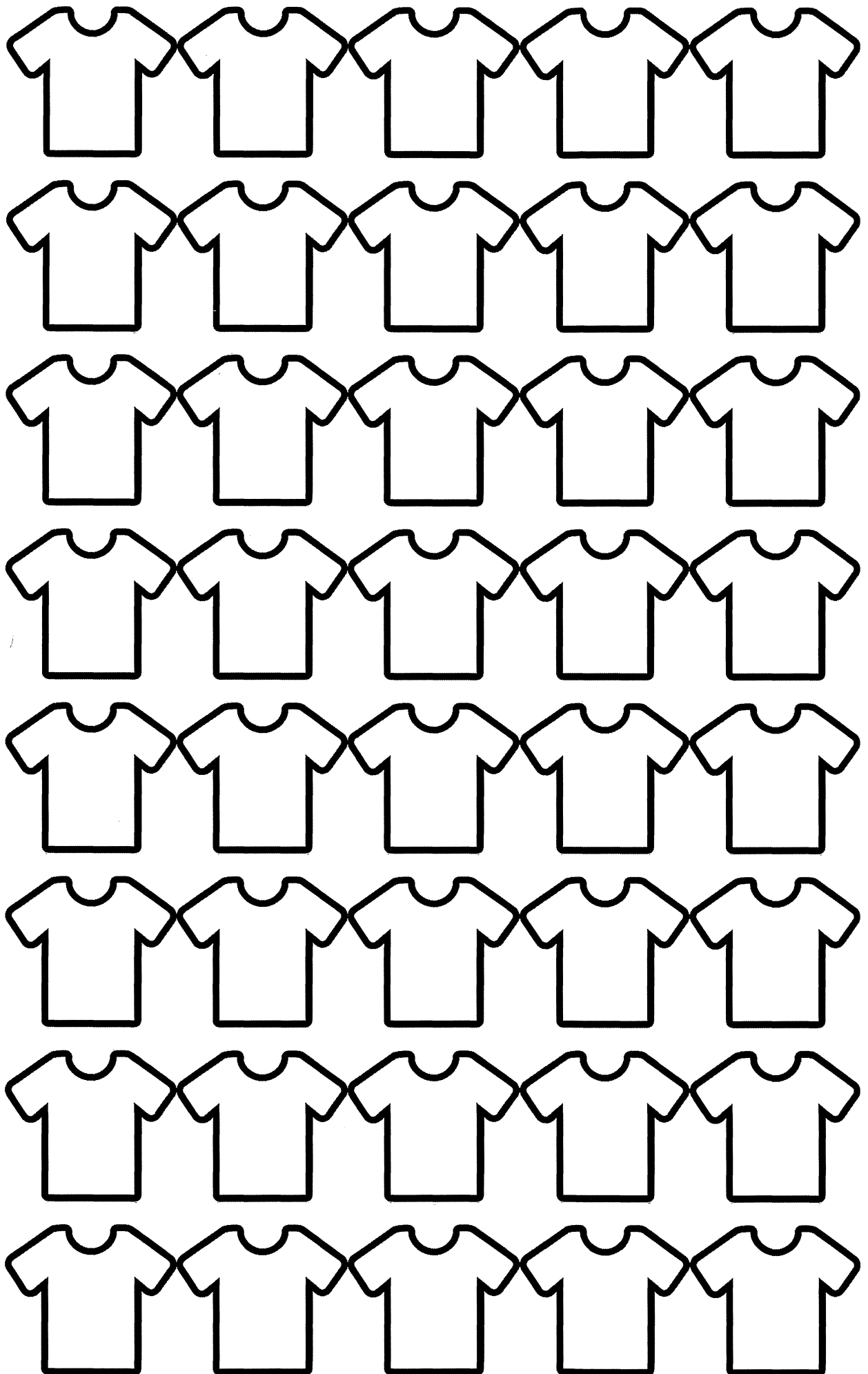
Work Supervisor

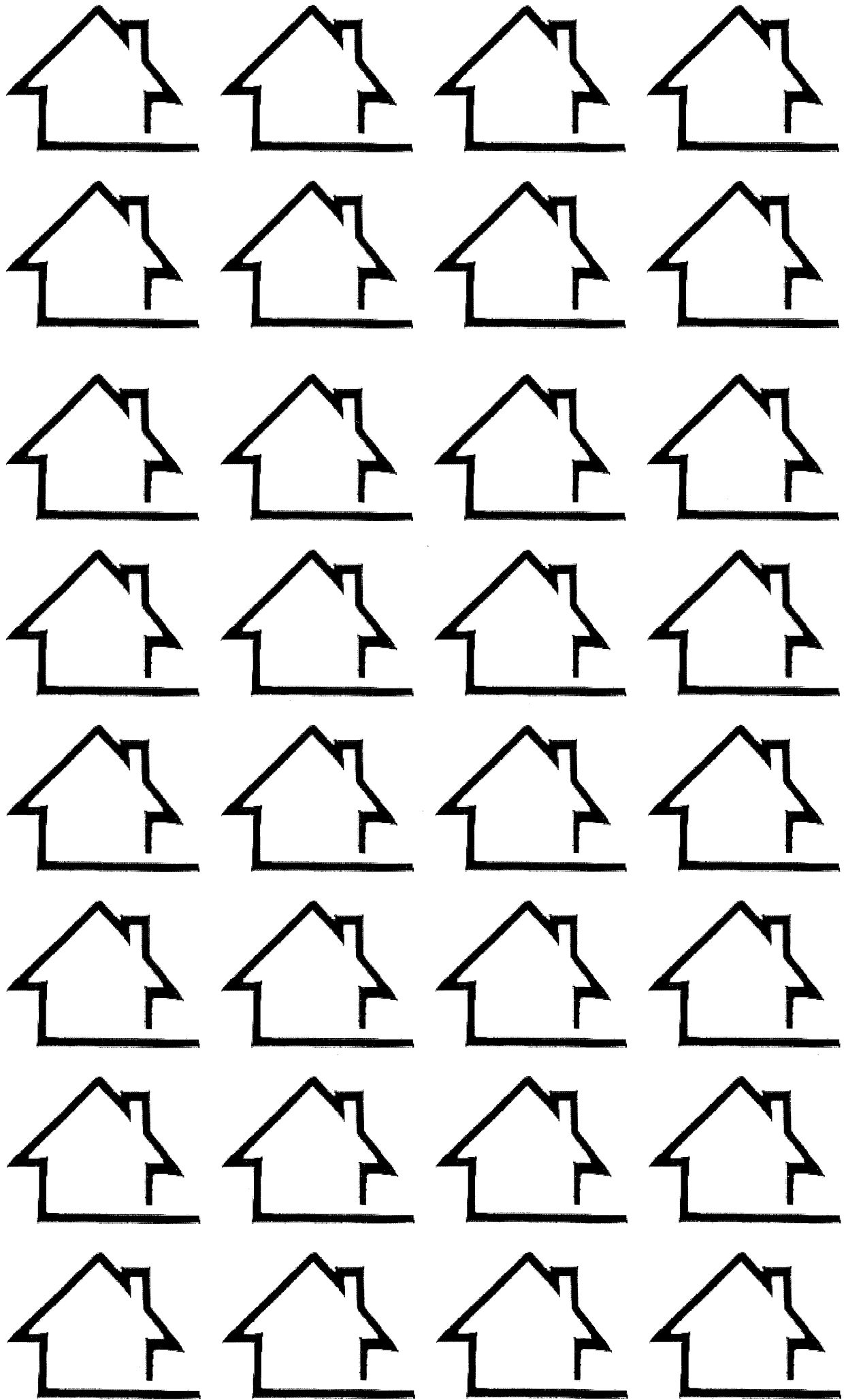
Playing Tokens:

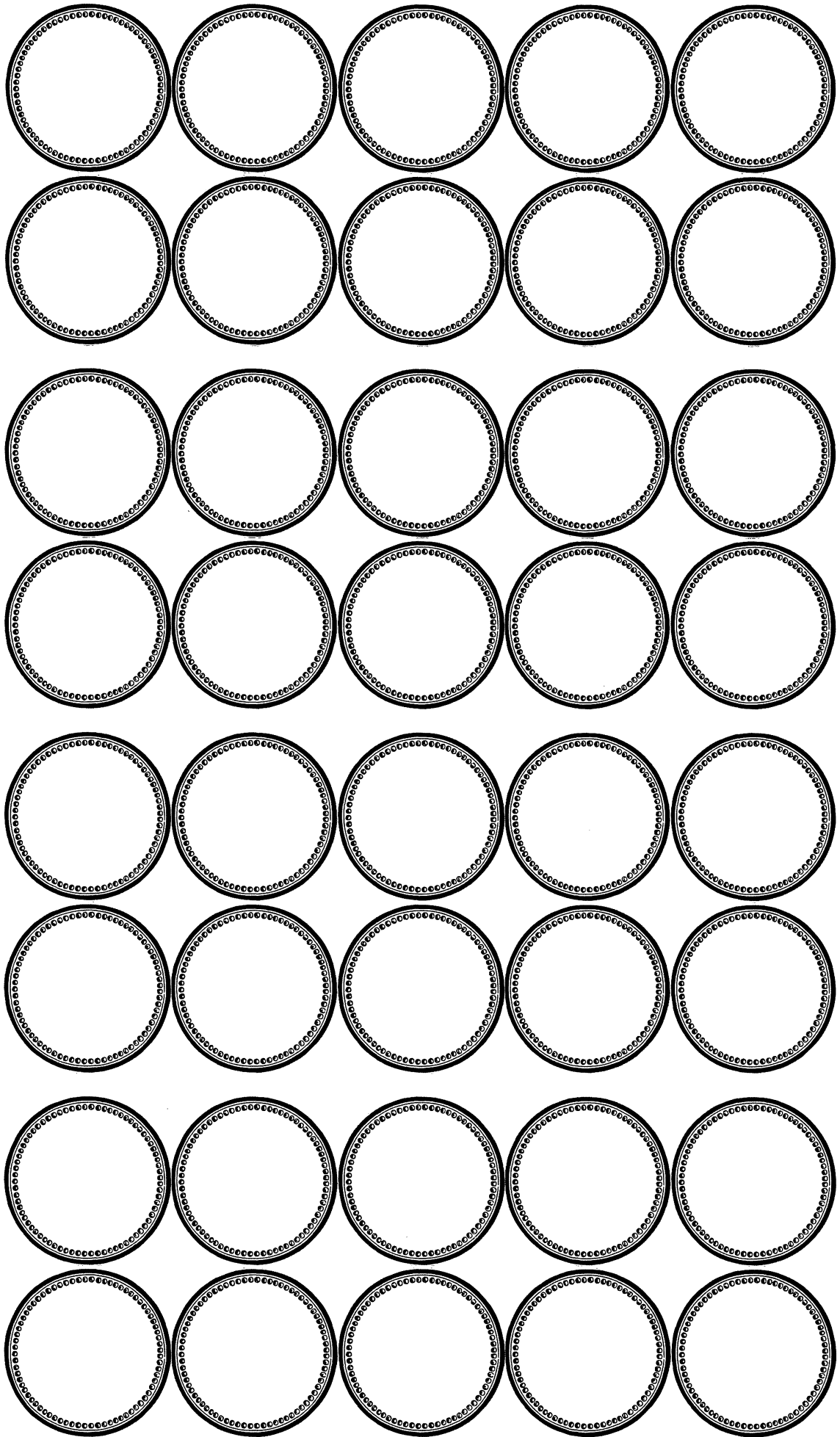












Getting food

You work hard in the hot sun to grow and maintain your food.



TASK:

Run on the spot until the supervisor asks you to stop. Get your heart pumping and feel the strain of working hard for your food.

PRODUCE:



Getting food

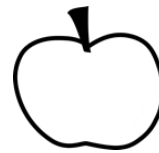
You work hard in the hot sun to grow and maintain your food.



TASK:

Run on the spot until the supervisor asks you to stop. Get your heart pumping and feel the strain of working hard for your food.

PRODUCE:



Getting food

You use all your muscles daily in the hot sun to grow and maintain your food.



TASK:

Hop on the spot and clap your hands until the supervisor asks you to stop. Use all your muscles to feel the strain of working hard.

PRODUCE:



Getting food

You use all your muscles daily in the hot sun to grow and maintain your food.

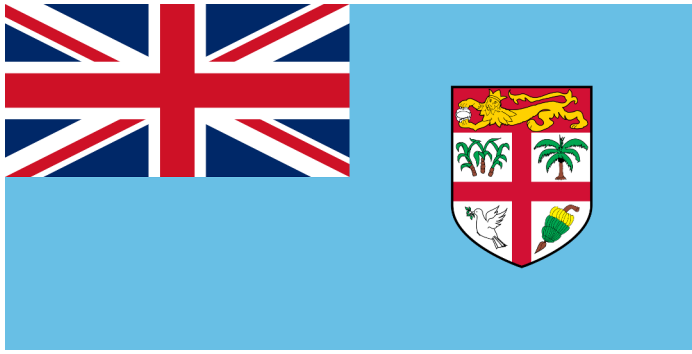


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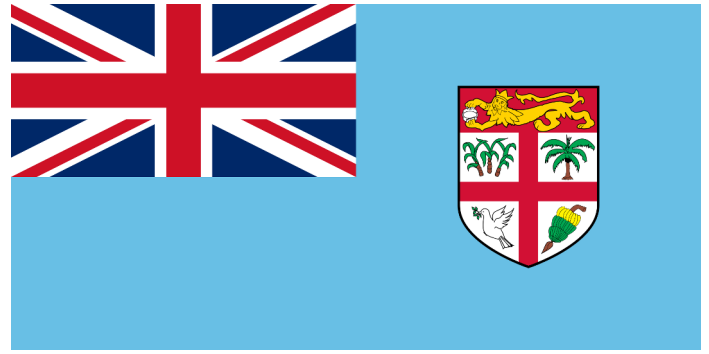
PRODUCE:





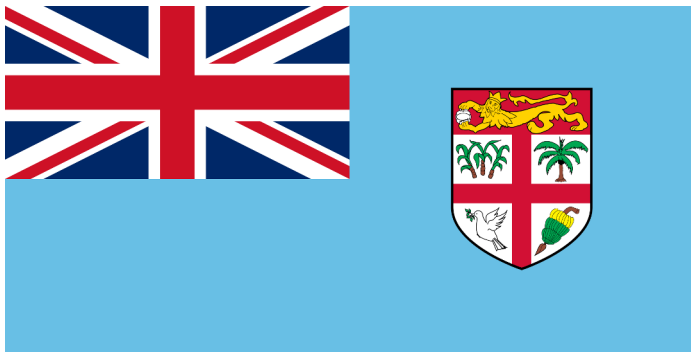
FIJI

GETTING FOOD



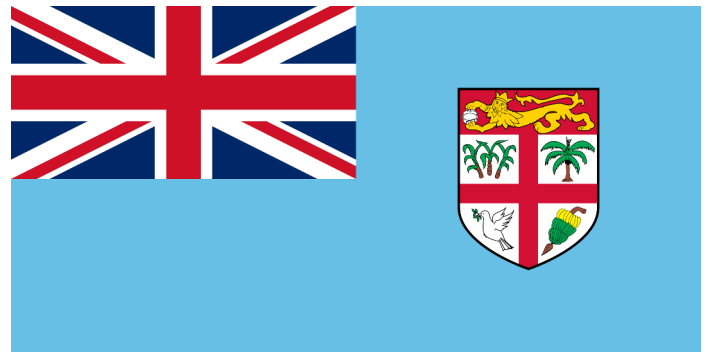
FIJI

GETTING FOOD



FIJI

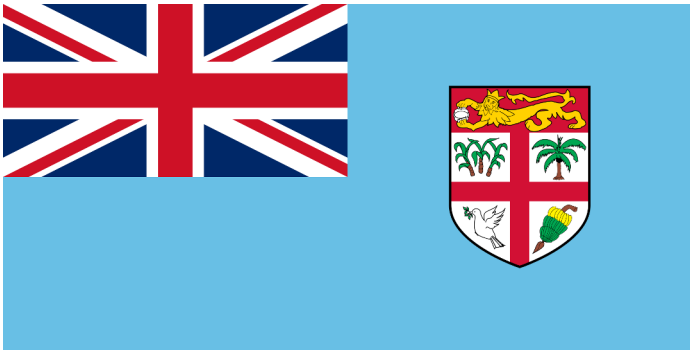
GETTING FOOD



FIJI

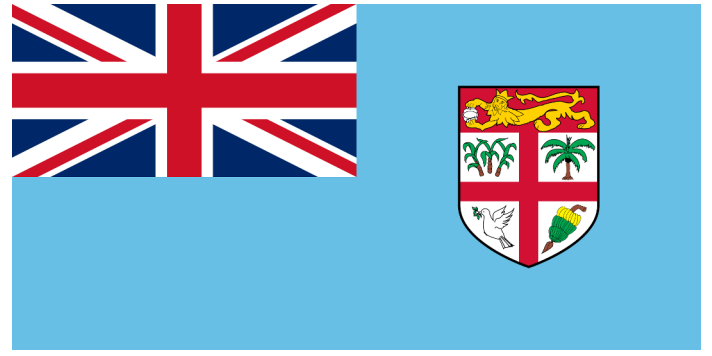
GETTING FOOD





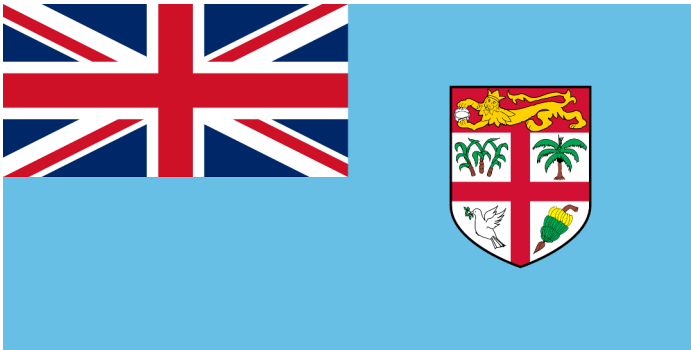
FIJI

GETTING FOOD



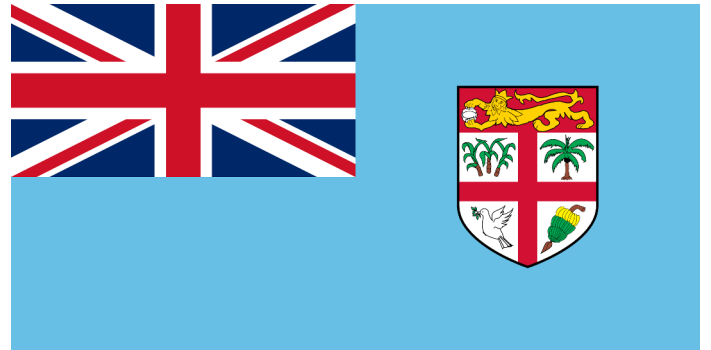
FIJI

GETTING FOOD



FIJI

GETTING FOOD



FIJI

GETTING FOOD



Getting food

You work hard in the hot sun to grow and maintain your food.



TASK:

Run on the spot until the supervisor asks you to stop. Get your heart pumping and feel the strain of working hard for your food.

PRODUCE:



Getting food

You work hard in the hot sun to grow and maintain your food.



TASK:

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PRODUCE:



Getting food

You use all your muscles daily in the hot sun to grow and maintain your food.



TASK:

Hop on the spot and clap your hands until the supervisor asks you to stop. Use all your muscles to feel the strain of working hard.

PRODUCE:



Getting food

You use all your muscles daily in the hot sun to grow and maintain your food.



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Getting food

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Getting food

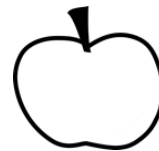
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TASK:

Run on the spot until the supervisor asks you to stop. Get your heart pumping and feel the strain of working hard for your food.

PRODUCE:



Getting food

You use all your muscles daily in the hot sun to grow and catch your food.



TASK:

Hop on the spot and clap your hands until the supervisor asks you to stop. Use all your muscles to feel the strain of working hard.

PRODUCE:



Getting food

You use all your muscles daily in the hot sun to grow and catch your food.



TASK:

Hop on the spot and clap your hands until the supervisor asks you to stop. Use all your muscles to feel the strain of working hard.

PRODUCE:





KIRIBATI

GETTING FOOD



KIRIBATI

GETTING FOOD



KIRIBATI

GETTING FOOD



KIRIBATI

GETTING FOOD





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GETTING FOOD



Getting food

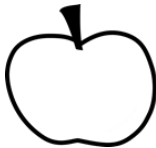
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PRODUCE:



Getting food

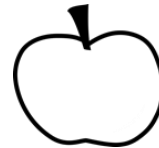
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Getting food

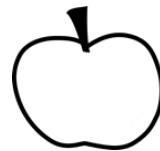
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PRODUCE:





PNG

GETTING FOOD



PNG

GETTING FOOD



PNG

GETTING FOOD



PNG

GETTING FOOD





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GETTING FOOD



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GETTING FOOD



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GETTING FOOD



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GETTING FOOD



Getting food

You work hard in the hot sun to grow and maintain your food.



TASK:

Run on the spot until the supervisor asks you to stop. Get your heart pumping and feel the strain of working hard for your food.

PRODUCE:



Getting food

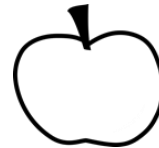
You work hard in the hot sun to grow and maintain your food.



TASK:

Run on the spot until the supervisor asks you to stop. Get your heart pumping and feel the strain of working hard for your food.

PRODUCE:



Getting food

You use all your muscles daily in the hot sun to grow and maintain your food.



TASK:

Hop on the spot and clap your hands until the supervisor asks you to stop. Use all your muscles to feel the strain of working hard.

PRODUCE:



Getting food

You use all your muscles daily in the hot sun to grow and maintain your food.



TASK:

Hop on the spot and clap your hands until the supervisor asks you to stop. Use all your muscles to feel the strain of working hard.

PRODUCE:



Getting food

You work hard on your land to grow and maintain your food.



TASK:

Run on the spot until the supervisor asks you to stop. Get your heart pumping and feel the strain of working hard for your food.

PRODUCE:



Getting food

You work hard on your land to grow and maintain your food.



TASK:

Run on the spot until the supervisor asks you to stop. Get your heart pumping and feel the strain of working hard for your food.

PRODUCE:



Getting food

You use all your muscles daily out on your land to grow and maintain your food.



TASK:

Hop on the spot and clap your hands until the supervisor asks you to stop. Use all your muscles to feel the strain of working hard.

PRODUCE:



Getting food

You use all your muscles daily out on your land to grow and maintain your food.

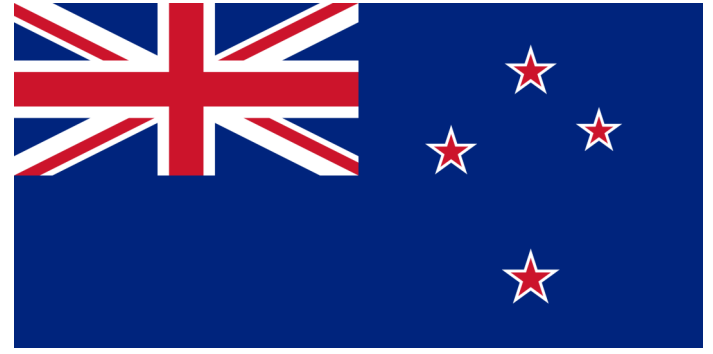
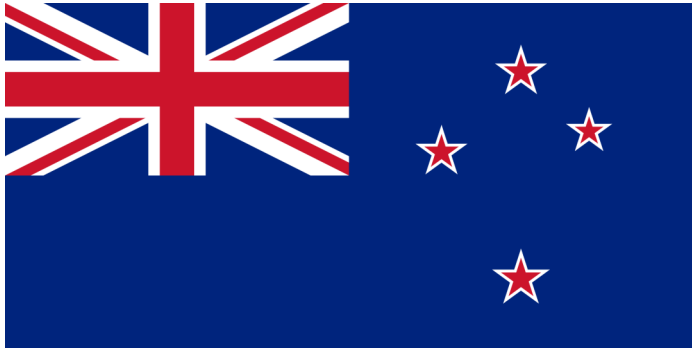


TASK:

Hop on the spot and clap your hands until the supervisor asks you to stop. Use all your muscles to feel the strain of working hard.

PRODUCE:





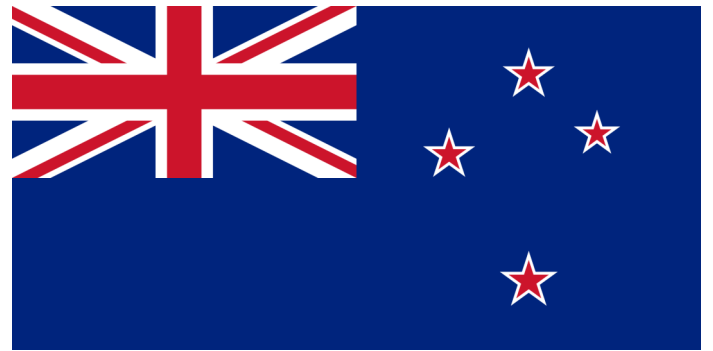
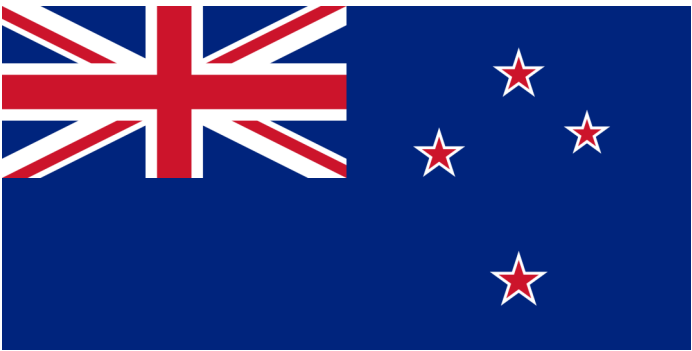
NEW ZEALAND

NEW ZEALAND

GETTING FOOD



GETTING FOOD



NEW ZEALAND

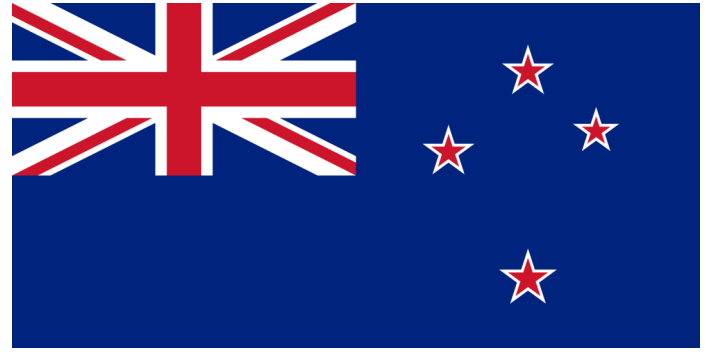
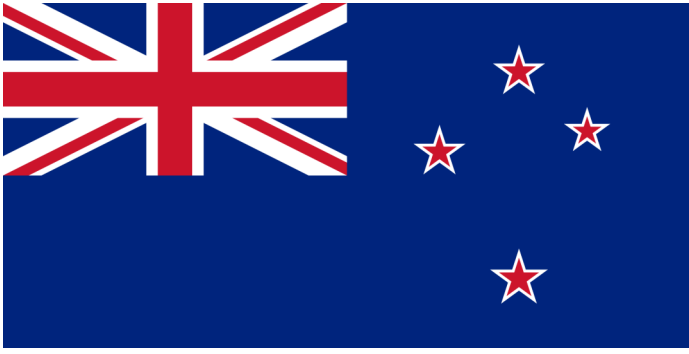
NEW ZEALAND

GETTING FOOD



GETTING FOOD





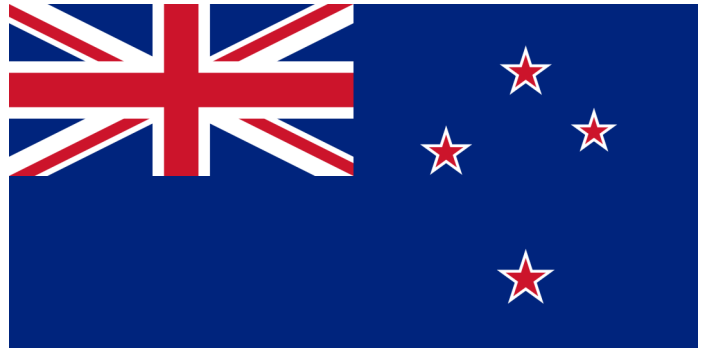
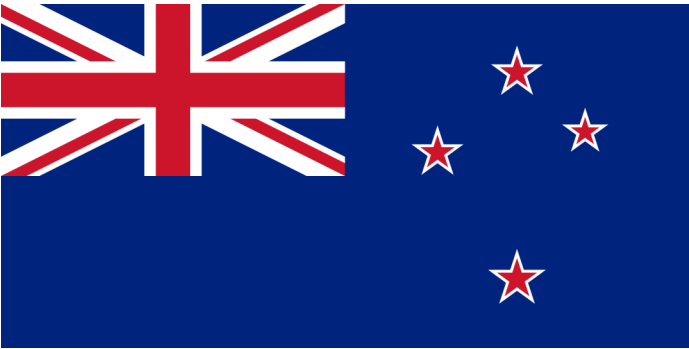
NEW ZEALAND

NEW ZEALAND

GETTING FOOD



GETTING FOOD



NEW ZEALAND

NEW ZEALAND

GETTING FOOD

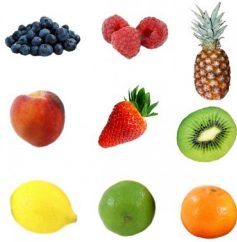


GETTING FOOD



Getting food

You have both a garden and a good store of food at home.



TASK:

Tell the supervisor five types of FRUIT you eat to earn your produce.

PRODUCE:



Getting food

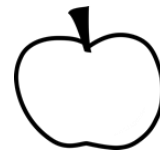
You have both a garden and a good store of food at home.



TASK:

Tell the supervisor five types of VEGETABLES you eat to earn your produce.

PRODUCE:



Getting food

You get all your food delivered and don't consume much energy to receive it.



TASK:

Present this card to the supervisor to get your produce.

PRODUCE:



Getting food

You get all your food delivered and don't consume much energy to receive it.



TASK:

Present this card to the supervisor to get your produce.

PRODUCE:



Collecting water

You have limited access to water currently (from a community well, rain collection tanks, or a shared tap).



TASK:

Take THREE cups and bring them one at a time back to the supervisor with water that you have collected for your tokens.

COLLECT:



Collecting water

You have limited access to water currently (from a community well, rain collection tanks, or a shared tap).



TASK:

Take THREE cups and bring them one at a time back to the supervisor with water that you have collected for your tokens.

COLLECT:



Collecting water

You have to make an effort to access water currently (from a community well, rain collection tanks, or a shared tap).



TASK:

Take FIVE cups and bring them one at a time back to the supervisor with water that you have collected for your tokens.

COLLECT:



Collecting water

You have to make an effort to access water currently (from a community well, rain collection tanks, or a shared tap).

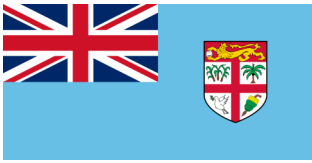


TASK:

Take FIVE cups and bring them one at a time back to the supervisor with water that you have collected for your tokens.

COLLECT:





FIJI



PNG



KIRIBATI

COLLECTING WATER



FIJI



PNG



KIRIBATI

COLLECTING WATER



FIJI



PNG



KIRIBATI

COLLECTING WATER



FIJI



PNG



KIRIBATI

COLLECTING WATER



Work: Builder

TASK:

Use the image shown below to build a house using the duplo.



INCOME:



Work: Teacher

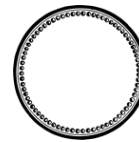
TASK:

Memorise the following sentence and recite it to the supervisor to earn your income.



Education in Fiji is not compulsory but is free through the first eight years. Schools from pre-school to secondary are mostly managed by either the government, religion or provinces.

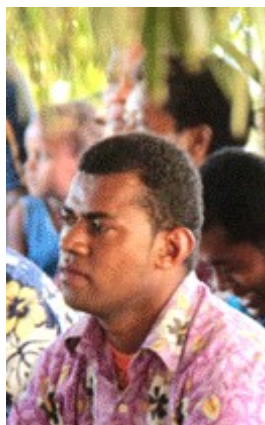
INCOME:



Work: Farm helper

TASK:

You need to do a lot of walking... touch every corner of the room in order one at a time (complete FIVE times).



Work: Shop helper

TASK:

You need to do a lot of standing and carry many objects... stand on one leg and hold your hands above your head until the supervisor says to stop.

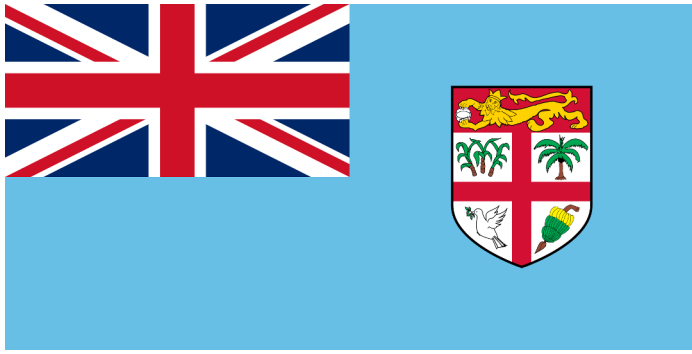


INCOME:



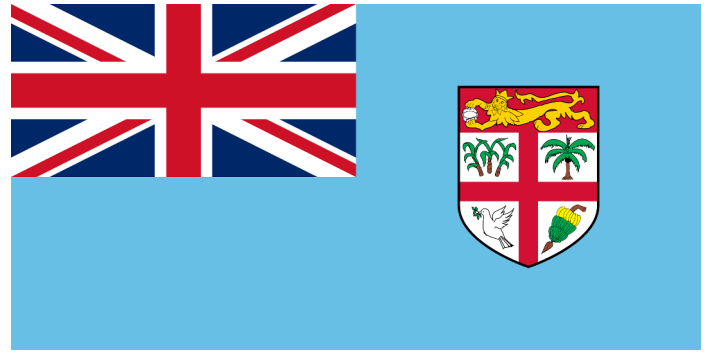
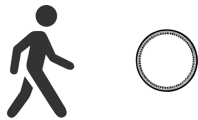
INCOME:





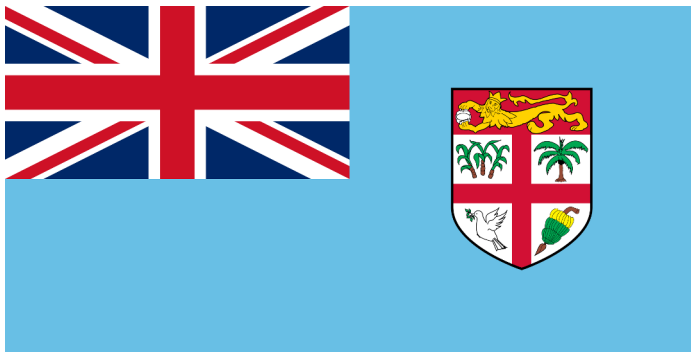
FIJI

WORKING FOR CASH



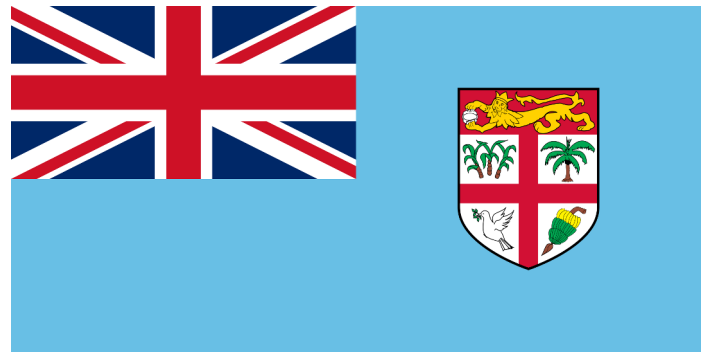
FIJI

WORKING FOR CASH



FIJI

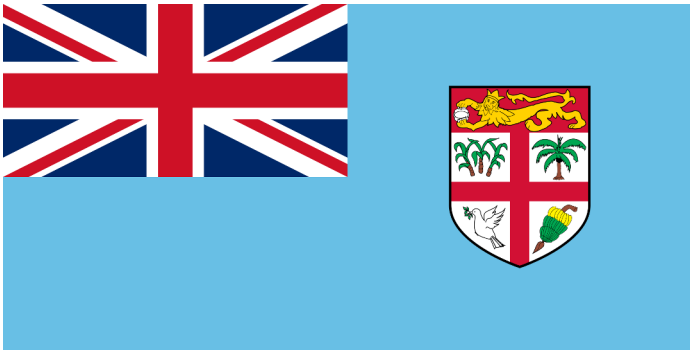
WORKING FOR CASH



FIJI

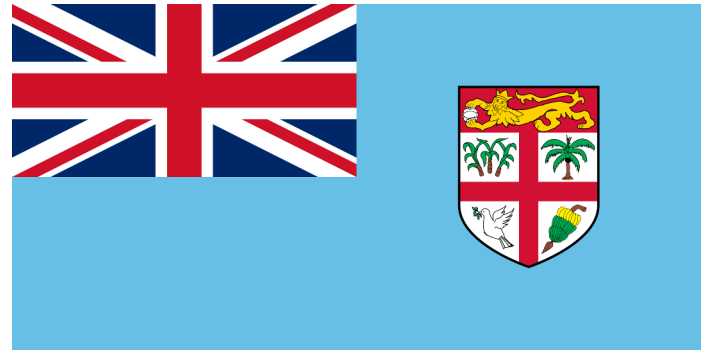
WORKING FOR CASH





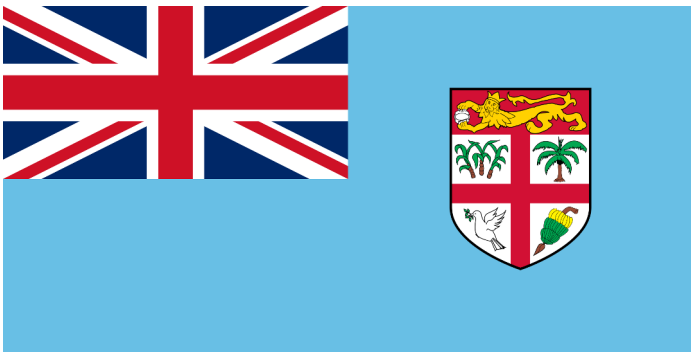
FIJI

WORKING FOR CASH



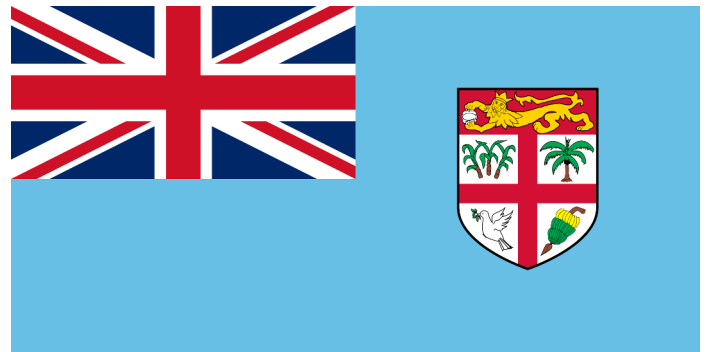
FIJI

WORKING FOR CASH



FIJI

WORKING FOR CASH



FIJI

WORKING FOR CASH



Work: Trainer

TASK:

Take one of the cups used to collect water and transfer water from one end to the other **THREE** times. Tell others how to do it as you go.



INCOME:



Work: Shop owner

TASK:

You deal with numbers a lot and try to make best use of your time... count out 60 seconds and see how close you are to the correct time.



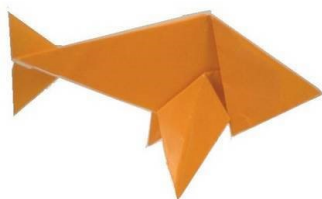
INCOME:



Work: Fisherman

TASK:

You show lots of patience and skill to catch many fish each day... take one piece of A4 paper and create a stylish fish made from origami.



INCOME:



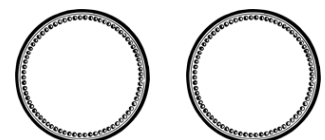
Work: Shop helper

TASK:

You need to do a lot of hard work carrying objects... stand on one leg and hold your hands above your head until the supervisor says to stop.



INCOME:



Work: Youth helper

TASK:

You need to do a lot of walking... touch every corner of the room in order one at a time (complete THREE times).



INCOME:



Work: Wood carver

TASK:

You are great at creating things from wood. Take an A4 piece of paper and draw your carving concept to then show the supervisor. If they like it you can claim your income.



INCOME:



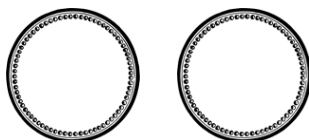
Work: Fisherman

TASK:

You show lots of patience and skill to catch many fish each day... take one piece of A4 paper and create a stylish fish made from origami.



INCOME:



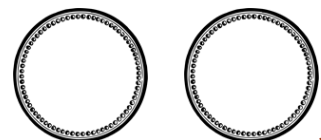
Work: Shop helper

TASK:

You do a lot of hard work carrying objects... stand on one leg and hold your hands above your head until the supervisor says to stop.



INCOME:





KIRIBATI

WORKING FOR CASH



KIRIBATI

WORKING FOR CASH



KIRIBATI

WORKING FOR CASH



KIRIBATI

WORKING FOR CASH





KIRIBATI

WORKING FOR CASH



KIRIBATI

WORKING FOR CASH



KIRIBATI

WORKING FOR CASH



KIRIBATI

WORKING FOR CASH



Work: Priest

TASK:

You spend time praying this prayer with people. Read out this prayer to yourself or others SEVEN times before asking the supervisor for your income.

Creator God, We praise You for water's gift of life and sustenance and growth. Help us to be worthy stewards of this great gift, to make sure that none go thirsty. Help us to safeguard its purity, accessibility and beauty. We pray in Jesus' name. Amen.

INCOME:



Work: Teacher

TASK:

Memorise the following sentence and recite it to the supervisor to earn your income.

People in Kiribati are experiencing extensive coastal erosion, not just of the beaches, but also of the land. This is now displacing some people from their traditional house plots and they are losing their trees and other food sources they rely upon.

INCOME:



Work: Shop helper

TASK:

You do a lot of hard work carrying objects... stand on one leg and hold your hands above your head until the supervisor says to stop.



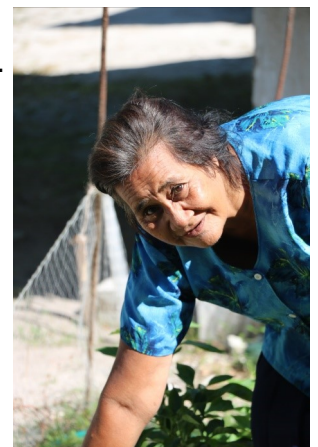
INCOME:



Work: Agriculture

TASK:

You do a lot of hard work outside in the sun and you often feel tired... do 60 star jumps to feel what it is like at the end of the day.



INCOME:



Work: Wood carver

TASK:

You are great at creating things from wood. Take an A4 piece of paper and draw your carving concept to then show the supervisor. If they like it you can claim your income.



INCOME:



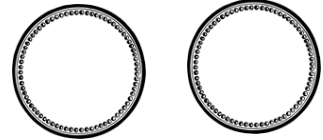
Work: Cocoa farmer

TASK:

You spend a lot of time outside in the sun and get pretty tired... do 60 star jumps to feel what it is like at the end of the day.



INCOME:



Work: Boat captain

TASK:

You transport people around in your banana boat every day and spend a lot of the time sitting... sit on the floor and make a engine noise until the supervisor asks you to stop.



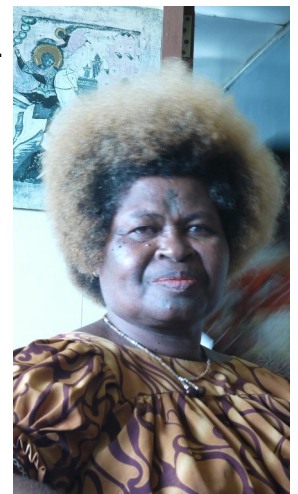
INCOME:



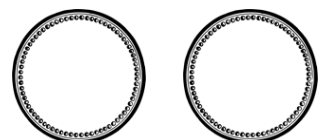
Work: Shop helper

TASK:

You do a lot of hard work carrying objects... stand on one leg and hold your hands above your head until the supervisor says to stop.



INCOME:





PNG

WORKING FOR CASH



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WORKING FOR CASH



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WORKING FOR CASH



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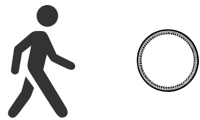
WORKING FOR CASH





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WORKING FOR CASH



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WORKING FOR CASH



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WORKING FOR CASH



PNG

WORKING FOR CASH



Work: Dive guide

TASK:

You spend a lot of your day under the water... get a cup used in the water collection then take a straw and blow bubbles in the cup until the supervisor asks you to stop.



INCOME:



Work: Farmer

TASK:

You spend a lot of time outside in the sun and get pretty tired... do 30 star jumps to feel what it is like at the end of the day.



INCOME:



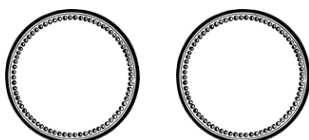
Work: Fisherman

TASK:

You show lots of patience and skill to catch many fish each day... take one piece of A4 paper and create a stylish fish made from origami.



INCOME:



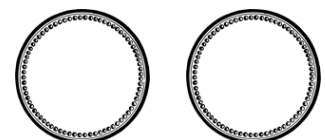
Work: Office job

TASK:

You spend all day sitting at a desk staring at a computer... stand in a crouch until the supervisor tells you to stop.



INCOME:



Work: Retail helper

TASK:

You carry lots of boxes each day and spend a lot of time on your feet... stand on one leg and raise your arms above your head until the supervisor asks you to stop.



INCOME:



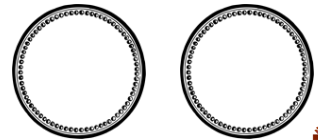
Work: Call centre

TASK:

Talk non-stop as though you are answering a call or talking to a friend. When you have talked long enough the supervisor will give you your INCOME.



INCOME:



Work: Editor

TASK:

Read a book out loud from the pile and when the supervisor is happy that you have done a good job you will receive your INCOME.



INCOME:



Work: Office job

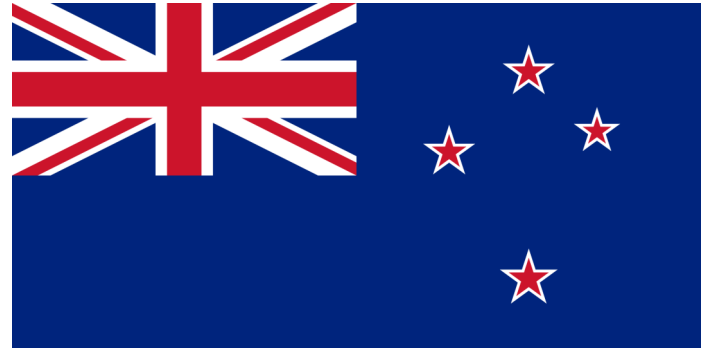
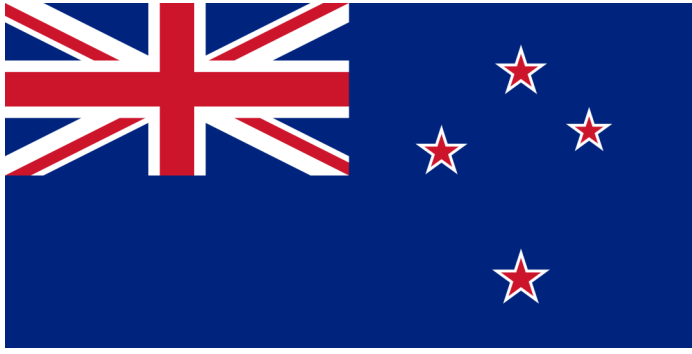
TASK:

You spend all day sitting at a desk staring at a computer... stand in a crouch until the supervisor tells you to stop.



INCOME:





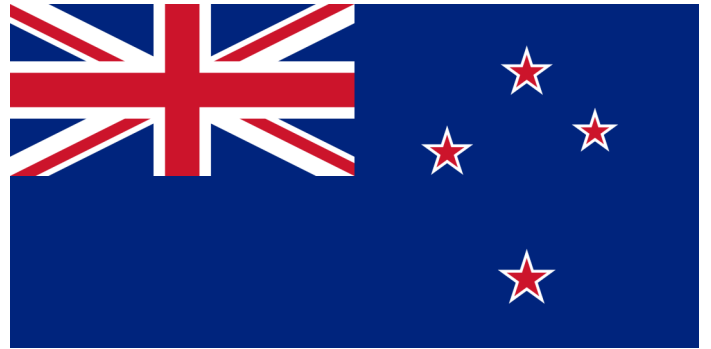
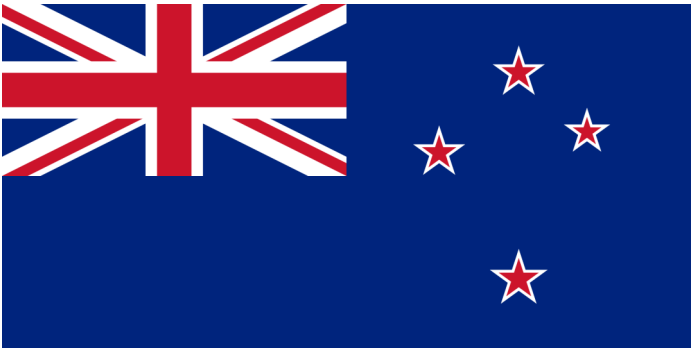
NEW ZEALAND

NEW ZEALAND

WORKING FOR CASH



WORKING FOR CASH



NEW ZEALAND

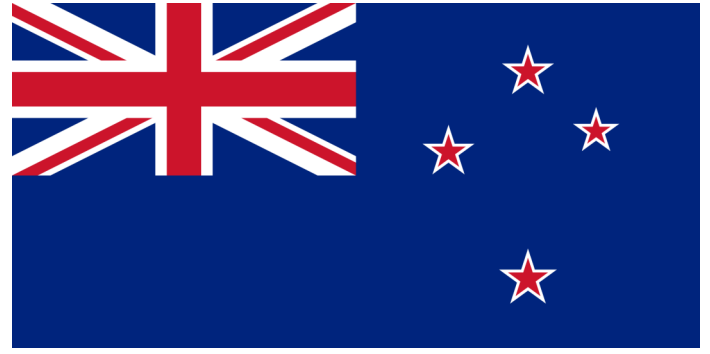
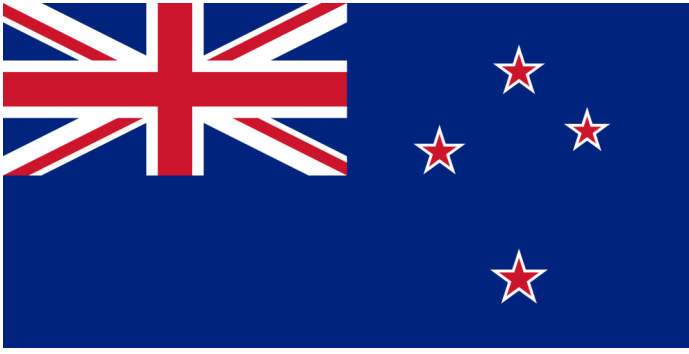
NEW ZEALAND

WORKING FOR CASH



WORKING FOR CASH

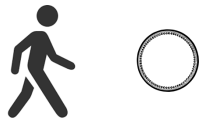




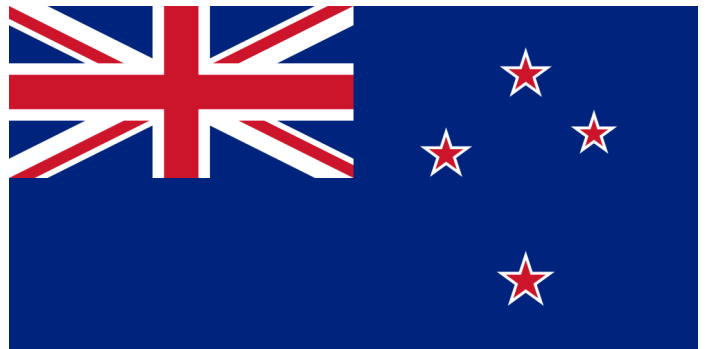
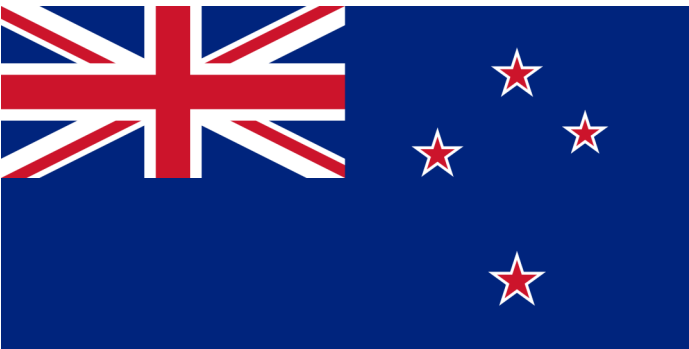
NEW ZEALAND

NEW ZEALAND

WORKING FOR CASH



WORKING FOR CASH



NEW ZEALAND

NEW ZEALAND

WORKING FOR CASH



WORKING FOR CASH



Work: Cleaner

TASK:

Use the cloth to clean the board until the supervisor asks you to stop.



INCOME:



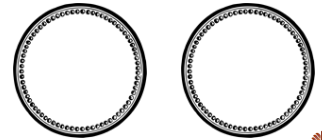
Work: IT specialist

TASK:

You spend all day sitting at a computer... stand in a crouch until the supervisor tells you to stop.



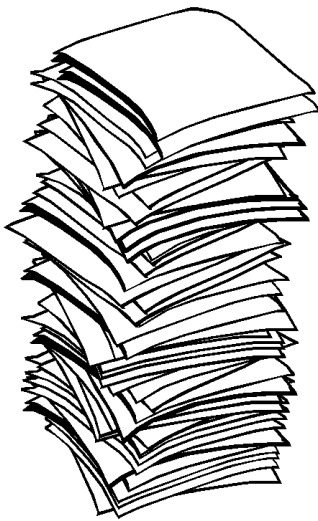
INCOME:



Work: Administrator

TASK:

Take the A4 papers and re-sort them from top to bottom. Claim your INCOME when you have completed the re-ordering of all the papers.



INCOME:



Work: Accountant

TASK:

Roll the dice and arrange them so they add up to a total of 100. You can re-roll any dice you choose.



INCOME:

