

# Development and Peace

## AMANZI



CANADIAN CATHOLIC ORGANIZATION FOR  
**Development  
and Peace**



ACGC   
Alberta Council for Global Cooperation



# AMANZI\*

## Water Simulation Game

**Time:** 60-90 min

**Goal:** Participants will

1. Learn about the current water situation and related issues in the world.
2. Think about their values and how they compare with the values of others.
3. Develop ideas and take action in response to what they've learned

**Game Overview:**

The game has three phases: Setting the Stage, the Action and the Community Meeting

### Phase I: Setting the Stage

Participants form their families (6 people) and develop their identity.

### Phase II: The Action

The game lasts 5 rounds. In each round, the family must do two things: pick an event card and get water from the well. The cost of water is indicated on their family description and varies for each family dependent on distance to the well. As well, with each event, tokens are gained or lost. During the game, news bulletins are announced which affect everyone.

Success is measured by the number of water tokens each family has. Water tokens do not represent money solely but also well-being and opportunity. Each family begins with the same number but circumstances, like distance to water, will cause disparity. Additionally, as families amass more tokens they benefit. For example, at the end of round 3, the top-third families can choose their event card from a deck with more advantageous events.

If a family runs out of tokens, they go into debt. A family cannot choose not to get water or not to select a card, since one will die without water.

### Phase III: Community Meeting

A community organizer from the Development and Peace partner group, AiDC, calls everyone together for a community meeting to discuss water concerns. Each family then discusses their situation and that of the community and comes up with a proposal. Families then share their proposals with the other families and the community organizer. AiDC will then take ideas and present to the government.

\* AMANZI means water in Zulu.

## Preparation

### Materials Included

- Map
- Family Descriptions
- Event cards deck one
- Event cards deck two
- RISK cards
- Tokens (25 per group plus 20 for bank)
- Role Descriptions

### Organizers need to supply:

- Water jug / sink ... representing the well
- 1 cup/ vessel for each family
- 1 pitcher for each family
- 4 containers (for tokens, RISK cards, event cards deck 1 and 2)
- Flip chart or black board
- Bell or whistle
- Crest and/or house building suppliers (optional – see phase 1)

### Before getting started:

- Photocopy family descriptions. You'll need one for each group (6 people max) and you want an equal number of families in each region (Watopia, Flowdia and Desertia).
- Photocopy and cut a set of role descriptions and 25 tokens for each family.
- Prepare an envelope for each group containing a family description, 1 set of role descriptions and 25 tokens. Indicate on the envelope what region the family lives in.
- Reproduce cards (deck 1, deck 2 and Risk). Mix each deck well and keep separate.
- Write the questions for families in phase 1 on flipchart (see game schedule)
- Draw the following table on flipchart. The number of rows should equal number of families.

Location	Family name	# of tokens after Round 1	# of tokens after Round 2	# of tokens after Round 3	# of tokens after Round 4	# of tokens after Round 5
Watopia						
Flowdia						
...						

In addition to facilitator, you'll need one banker and one well monitor for each 6 families, an events monitor, and a radio announcer. Facilitator can play roles of events monitor and radio announcer too.

### Set Up:

- Create a "well" in the room with a water jug. Place RISK cards and well monitor here.
- Set up a table for the event cards and events monitor.
- Draw on flipchart (or project with overhead) a map of the community showing 3 regions.
- Assign areas for each group with Watopia families closest to well and Desertia families furthest from the well. You may wish to represent landmines with physical barriers that make it more difficult for Flowdia and Desertia families.

## Game Schedule - Step-by-step directions

### Phase I – Setting the Stage

Divide participants into groups of 6. Each group represents a family living in South Africa.

#### Read:

*This simulation game will give you a sense of what life is like when one's access to clean water is limited and under threat. In this game, you (each group) are each a family living in South Africa. The country experiences periodic droughts and flooding. It's a country with a history of apartheid, human rights abuses and disparity between rich and poor.*

*You can see from the map of the area you live in, that there are three distinct regions: Watopia, Flowdia and Desertia. A river runs through this region.*

***Watopia** is on the north side of the river. This is the most fertile land since it is a river valley. **Flowdia** is located several kilometers south of the river. **Desertia** is far from the river in a mountainous and dry area. Most of the land in Desertia is owned by an absentee landlord who has decided not to farm here because of the poor soil. Many poor people have built their homes here. Each day they worry if the landlord will come and kick them off his land. Separating Flowdia from Desertia is an abandoned field littered with landmines from an earlier conflict.*

*Just recently, the government completed construction on a public well for your community. It is just north of the river, near the families of Watopia.*

Give each group one of the prepared envelopes. Ask each family to read their family description to find out where they live, and then develop a more detailed description of their family: What is your family name? What are your names? How old are each of you? What is your living situation? What do you like to do? (write questions on flipchart)

Each family has at least two parents, a child and a grandparent.

Optional: Provide materials for family to build their house, or to design a family crest, or other activity that will strengthen their identification with their family

Ask each family to present themselves to the whole community.

### Phase II. – The Action

Using the family and role description sheets as guides, explain the following:

- Game lasts 5 rounds.
- In each round, your family must do three things:
  - (1) Get Water (2) Pick an event card (3) Record the event and # of tokens.
- The cost of water is based on where you live:
 

Watopia – 1 token	Flowdia – 2 tokens
Desertia – If you take long, safe route = 4 tokens	
If you take short, risky route = 2 tokens (lucky) or 6 tokens (unlucky)	
- Each family needs a recorder, banker, water carriers (2), and event pickers (2)
- Each family begins with 25 tokens
- The goal of the game is to have the most tokens.

Introduce the people running the game:

Well Monitor(s) – Make sure people pay the correct amount. Desertians may pick risk cards.

Events Monitor – Make sure people pick from the correct deck.

Banker(s) – Walk around and collect tokens from families after they have read the event card.

Bush Radio Announcer – Make general announcements as detailed below.

Facilitator – Begin & end rounds and keep track of scores.

\*if short of people, facilitator can play roles of events monitor and radio announcer as well.

To ensure each family has identified who is doing what... ask all the water carriers to raise their hands (2 from each family)? Do the same for bankers (1 per family), event pickers (2 per family), recorders (1 per family).

### **Round 1**

When all the families have finished their three tasks and banker has collected tokens, ring bell and record scores on visible chart. (repeat after every round)

#### ***BUSH RADIO Announces NEWS BULLETIN #1***

*News just in that a multi-national soft drink company will begin operation of its bottling water plant just down the road. They chose our area, because it is cheaper to operate here than in North America. They are draining water from our groundwater. The water in the well is at record low levels. Each family loses 3 tokens.*

**Round 2** – Play and record.

**Round 3** – Play and record

#### ***BUSH RADIO announces NEWS BULLETIN #2***

*We've just received word that an international water corporation, received a contract from our government to set up a privately owned water system. They've promised safe drinking water to all our houses. This is a huge relief for our government, and for us – no more walking to the well. Now, the corporation will build pipes to all the houses. You will save the time that you spent collecting water and your kids can go to school again. Each family gets 3 tokens. (And you don't need to go to the well this round)*

*(Facilitator) In addition, top third of the families, get to draw event cards from deck 2 now.*

**Round 4** – Play and record.

#### ***BUSH RADIO announces NEWS BULLETIN #3***

*The company contracted to supply water has just decided to charge exorbitant rates for the water to our homes. The top third of the families can afford it. They get 8 tokens. The bottom two-thirds of the families can't afford to pay their water bill and are locked out. The bottom two-thirds must now depend on well water again. Getting water from the well has become illegal since privatization under penalty of jail time. Lose 3 tokens.*

**Round 5** – Play and record.

### Phase III – Community Meeting

Introduce yourself as a community organizer from AiDC who is doing community consultations across the country to find out what the people want. With the information, AiDC will make recommendations to the government. Access to clean drinking water is a human right and our government must ensure we all have water. Call a community meeting of all the families to discuss water concerns. Summarize the situation of the families according to the number of tokens charted on the flip chart.

Pose the question, **what should be done?** Refer participants to the questions on the bottom of the family card sheet which ask them to record obstacles they faced and positive events which happened to them, and then come up with recommendations to improve access to water.

Families then present their proposals and their rationale. Flipchart these recommendations. Thank the families for their participation and let them know that you will report back to them in several months.

### END OF GAME

**Energizer/Break:** Take a break or do an energizer to help transition out of the game.

**Debriefing:** To share experience, do some analyses and make connections with the real world.

Move into a large circle; take time to debrief with particular attention to emotions that participants experienced during the game. Some discussion starters:

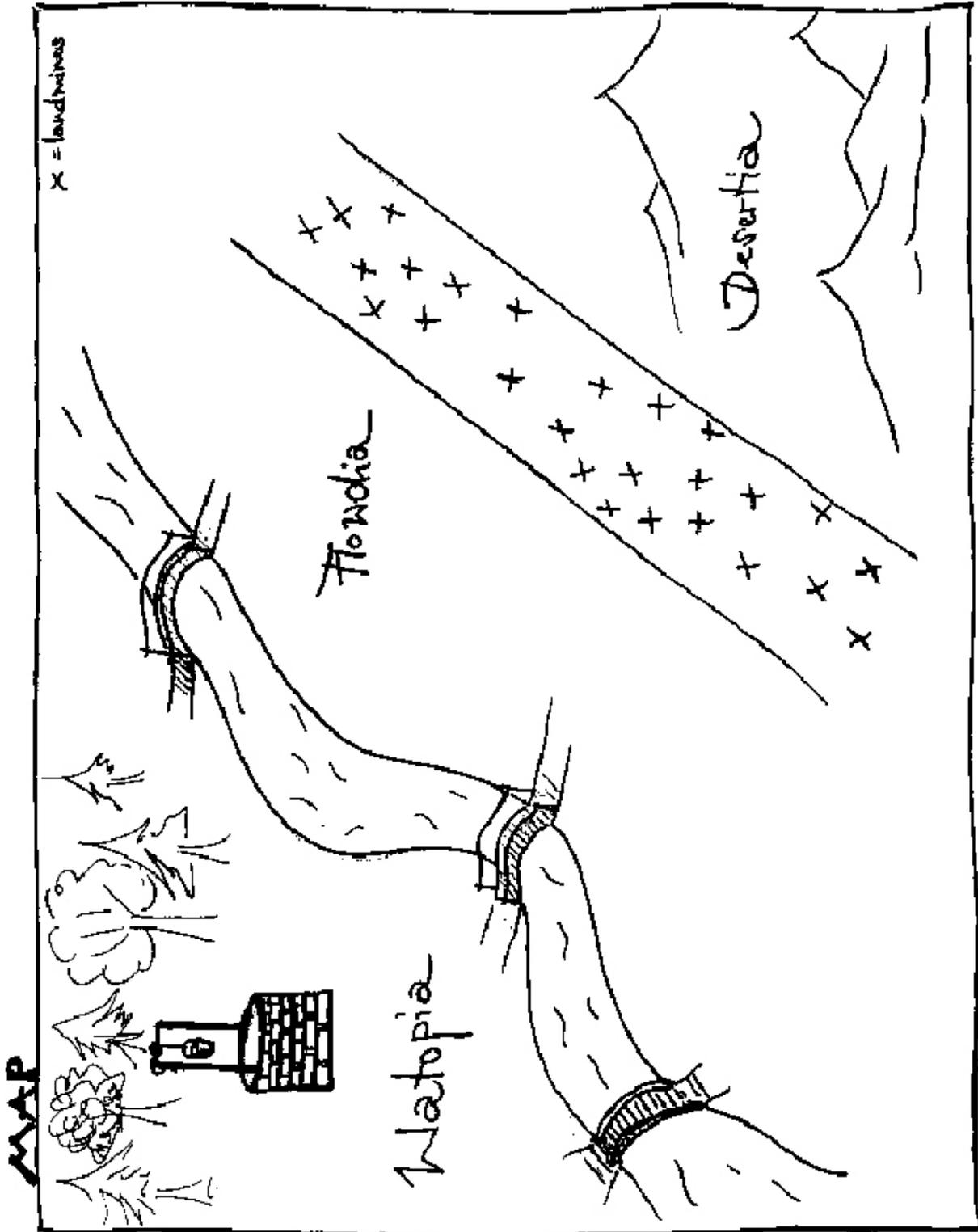
- How do you feel about the family you were in?
- What events made you happy? Frustrated?
- Did you have control? Was it fair for you? Was it fair for others?
- What did this game remind you of in real life?

Some points to bring out in discussion:

- People don't always have control over what happens to them
- Access to clean water is a human right.
- It is the responsibility of governments to ensure all citizens have access to clean water.
- The lives of many people are being seriously impacted by actions taken by large corporations, like draining groundwater and the privatizing water systems.
- Our support of these corporations is impacting others negatively, e.g. buying their products, remaining silent.

### Follow Up:

Reality Check (Part II, Phase II) and Committing to Action (Part II, Phase IV) activities in this *THINKfast* give participants a chance to connect this game with real events happening in the world and to participate in the CCODP *WATER: Life Before Profit!* campaign.



**Photocopy one for each family. Cut up and put in envelopes for families.  
For smaller families, just use top four roles.**

**Role descriptions:**

<p>You are the Recorder. Each round you record the events that happen to your family and the amount of tokens you have on your family card.</p>
<p>You are the Banker. You are in charge of the tokens.</p>
<p>You are a water carrier. You take turns going to the well to get water. Use water tokens to get water.</p>
<p>You pick the event cards. You take turns picking the event card for your family and reporting back.</p>
<p>You are a water carrier. You take turns going to the well to get water. Use water tokens to get water.</p>
<p>You pick the event cards. You take turns picking the event card for your family and reporting back</p>

NAME: Your family's name is \_\_\_\_\_

LOCATION: You live in Desertia. Desertia is far from the river in a mountainous and dry area. An absentee landlord who has decided not to farm here because of the poor soil owns most of the land in Desertia. Many poor people have built their homes here. Each day you worry if the landlord will come and kick you off his land. Separating Flowdia from Desertia is an abandoned field littered with landmines from an earlier conflict.

INCOME: You live on less than \$1 a day.

**ACCESS TO WATER:**

It takes 6 hours to fetch water at the new well. There is a shortcut though. The shortest path to the well leads through a field that contains land mines. This route saves time and is less tiring, but risky. Decide what you want to do.

If you take the short route, you will have to pick a RISK card at the well.

If you are lucky, you pay 2 tokens. If you are unlucky and are injured, you pay 6 tokens.

If you take the longer route, you pay 4 tokens.

**GAME INSTRUCTIONS for each round:**

Get water – water carriers take turns

Pick an event card – event pickers take turns, pick card and report back

Record what happened – recorder records event that happened and number of tokens

	Round 1	Round 2	Round 3	Round 4	Round 5
# of tokens after each round					
Events happened to your family (point form)					

Community Meeting

	OBSTACLES		POSITIVE THINGS		RECOMMENDATIONS
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NAME: Your family's name is \_\_\_\_\_

LOCATION: You live in Flowdia. Flowdia is located several kilometres south of the river. It is between Desertia and Watopia.

INCOME: You live on less than \$1 a day.

**ACCESS TO WATER:**

You can cross the river at three points to get to the new well. It takes 3 hours to get water. You pay 2 tokens.

**GAME INSTRUCTIONS for each round:**

Get water – water carriers take turns

Pick an event card – event pickers take turns, pick card and report back

Record what happened – recorder records event that happened and number of tokens

	Round 1	Round 2	Round 3	Round 4	Round 5
# of tokens after each round					
Events happened to your family (point form)					

Community Meeting

	<b>OBSTACLES</b>		<b>POSITIVE THINGS</b>		<b>RECOMMENDATIONS</b>
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NAME: Your family's name is \_\_\_\_\_

LOCATION: You live in Watopia. Watopia is on the north side of the river. This is the most fertile land since it is a river valley.

INCOME: You live on less than \$1 a day.

**ACCESS TO WATER:**

You can get clean water at the new well, which is only 10 minutes away. This is a huge improvement from depending on the river. You pay 1 token for water.

**GAME INSTRUCTIONS for each round:**

Get water – water carriers take turns

Pick an event card – event pickers take turns, pick card and report back

Record what happened – recorder records event that happened and number of tokens

	Round 1	Round 2	Round 3	Round 4	Round 5
# of tokens after each round					
Events happened to your family (point form)					

Community Meeting

	<b>OBSTACLES</b>		<b>POSITIVE THINGS</b>		<b>RECOMMENDATIONS</b>

35 Tokens – You'll need approx 1 sheet per family in your game. [Each family gets 25 tokens]


**Photocopy and cut one copy per 3 groups, e.g. 2 copies for 6 groups.**

**Event cards – deck 1**

Further up the river, a dam was built in order to provide rich people in the capital city with electricity. The water level is lower in the river. People are now using more well water. Pay 2 tokens.	A factory in a nearby city is polluting the river. The fish from the river are no longer safe to eat. Pay 3 tokens.	There is a drought this summer and it just doesn't rain. Lose 4 tokens.	There was a flood when the first rain started after a long period of dryness. Your small garden is flooded and the food that you are growing has gone bad. Lose 3 tokens.
Your children are sick because they drank unsafe water. Lose 2 tokens	There is a cholera outbreak in your village, and many people are dying. Your child is sick. If you can pay 10 tokens, a doctor can see your child. If not, your child is going to die.	Your mother is feeling sick, so you and your siblings have to walk to collect the water for your family. You miss school. Lose 4 tokens.	It's harvest season and you have to help your father in the coffee fields. You will miss school for 3 weeks. Lose 2 tokens.
Your grandmother died. Now you have to look after your smaller siblings while your mom collects water. You have to stay home from school in the mornings. Lose 1 token.	Your back is sore because of carrying the water. Lose 2 tokens	You join a women's group that is working for water tanks close to your home. A tank would save you time for collecting the water and will provide you with enough water for bathing, drinking and cleaning. Get 3 tokens.	You lost your job on a farm, because there was no water and the production had to be stopped. Lose 3 tokens.
Even though your family has some land to grow food, this year you can't harvest enough to get you through winter, because there wasn't enough water to take care of the land. Lose 2 tokens.	Your husband leaves you to go to the city where he is hoping to find a job. Now you are alone with your children and need to manage everything by yourself. You have just enough time to look after the kids and get water, but you can't afford to buy much food. Lose 2 tokens.	A thief attacked you on the way to the well. Lose 2 tokens.	You learn how to collect rainwater from one of your neighbours. If you live in Flowdia or Desertia, you get 1 token because now you don't have to get as much water from the well. If your family lives in Watopia, it doesn't really matter since the well is so close.

**Photocopy and cut one copy per 3 groups, e.g. 2 copies for 6 groups.**

### Event cards – deck 2

You participate in a training on sustainable consumption and saving of water. Get 2 tokens.	You participate in a training on sustainable farming which requires less water. Get 3 token.
You participate in a class on health issues related to water which helps you to avoid drinking unsafe water to prevent getting sick. Get 2 tokens.	If you pay 4 tokens, you can buy a piece of land and grow your own food. This will enable you to independently feed your family. However, your crops require water which means there is less for others. Collect 2 tokens from each of the other families because there will be even less water available to them.
You participate in a training on sustainable consumption and saving of water. Get 2 tokens.	You participate in a training on sustainable farming which requires less water. Get 3 tokens.

### Risk cards

You are lucky, you made your way safely through the field. Pay 2 tokens for your water.	You got badly injured when a land mine exploded close to where you were walking. You are lucky though you could have been killed. Pay 6 tokens for your water.
You are lucky, you made your way safely through the field. Pay 2 tokens for your water.	You got badly injured when a land mine exploded close to where you were walking. You are lucky though you could have been killed. Pay 6 tokens for your water.
You got badly injured when a land mine exploded close to where you were walking. You are lucky though you could have been killed. Pay 6 tokens for your water.	You got badly injured when a land mine exploded close to where you were walking. You are lucky though you could have been killed. Pay 6 tokens for your water.

# REALITY CHECK!

**Time:** 30 min

**Goal:** For participants to make connections between their simulation game experience and the real life experiences of other people

**Materials:** A **WATER: *Life Before Profit!*** poster and Fall Action pamphlets (1 per group) – use registration form provided in part four to order.

**Activity:**

1. Show the poster. Explain that **WATER: *Life Before Profit!*** is the campaign theme (03-06) for **DEVELOPMENT AND PEACE**. Take a few moments to explain what D and P is (see part I)

2. Tell participants:

Watopia, Flowdia and Desertia are not real places that you can visit but unfortunately they do represent the experiences of many, particularly in the Global South. Using the D and P pamphlet, *...they have a WATER problem*, find real life examples of events that happened to you. Name the place where... (flipchart)

- a. Water Rates Go Up after privatization
- b. People are “Locked Out” when they can’t pay
- c. Bad Water causes Sickness and Death
- d. Fatigue and Health Problems from carrying water
- e. People take action to improve the situation

(Answers: a) Manila, Philippines b) Johannesburg, South Africa c) Walkerton, ON d) Benin and many parts of South e) Porto Alegre, Brazil; Philippines, Freedom from Debt and Focus on the Global South; El Salvador, UNES; Brazil, CPT; South Africa, ILRIG and AiDC; Canada, Development and Peace)

3. Share with group these other events that happened in real life and in game:

a. **Soft Drink company Draining Water Supply**

In 2000, Coca-Cola set up a bottling water plant in the Plachimada, Kerala, India. Within six months of the factory being built, the quantity and quality of local well water diminished considerably. Nearly a hundred people reported water related sickness and women are now having to walk three kilometers a day to get water from a neighbouring village. (New Internationalist, April 2003)

b. **“Free Water” becomes illegal after water is privatized**

In 1999, the city of Cochabamba, Bolivia leased its water system to a subsidiary of the Bechtel Corporation. Water prices went up and it became illegal to get “free water” or to collect rainwater.

c. **BUSH RADIO** and **AiDC** are Development and Peace partners in South Africa.

\*\* While events in game are inspired by real life examples, they, like the regions, are fictional.



**Bush Radio** is a member driven community radio station located in Cape Town, South Africa. To achieve their goal of empowering the community, different programs are being broadcasted daily from 2 pm to 2 am. Programs range from health education, children's radio, literacy program, music education, tracing missing person, community law and others.

In an open forum held once a month, the whole community can give input and shape the face of **Bush Radio**. Volunteers who want to be involved get a basic media training.

[www.bushradio.co.za](http://www.bushradio.co.za)

*Mission:*

*"To ensure that communities who have been denied access to resources, take part in producing ethical, creative and responsible radio that encourages them to communicate with each other, to take part in decisions that affect their lives, and to celebrate their own cultures. Through such radio, communities will affirm their own dignity and identity, and promote social responsibility and critical thinking."*



**AiDC**, the Alternative Information and Development Centre, is a NGO working in the context of globalization, together with popular organizations and social movements in South and Southern Africa, for economic justice and social transformation.

*Mission:*

*"Through its programs, and by campaigning and coalition building, AiDC aims to contribute to the development of national, regional and international challenges to the currently dominant global economic system."*

*Through the empowerment and mobilization of progressive organizations and popular social movements, it further aims to contribute to the development of alternatives that ensure fundamental socio-economic transformation."*

[www.aidc.org.za](http://www.aidc.org.za)

**AiDC** is focusing on problems of debt, water, international trade, finance and macroeconomic

