



Hunger Simulations and Lessons Appropriate for Younger Group (Grades 2-6, but fine for all ages)

What is Fair?

Description:

This simulation will help group understand the challenges and difficulties that arise from trying to divide something equitably. There are many things that must be shared in our community, country and world. But not everyone gets an equal share. This simulation helps to understand the value of sharing and considering the needs of others and learn the importance of compromise and problem solving.

Objectives:

Group will better understand:

1. The relationship between cooperation and food distribution in our country
2. How their actions and decisions can affect others
3. Problem solving that must take place for fair systems to be in place.
4. The emotional ramifications of not getting a fair share.

Time:

About 20-30 minutes

Materials and Preparation: (based on a group of 20 people)

- Plain M&M's or other small candy (20 per person)
- 20 small snack baggies
- Napkins
- Medium-sized bowl

Fill each of the snack baggies with 10 candies per bag (one per person). Put 10 candies per person in the bowl. In other words, if there are 20 people, place 200 candies in the bowl and put 10 candies in each of the 20 baggies.

Plan:

1. Have group sanitize/wash their hands. Remind people that the candy in the bowl will not be eaten during the simulation and that there are candies that can be eaten when finished.
2. Gather the group in a circle and give each person a napkin. Give these instructions: "We are going to share a bowl of candies now. When the bowl comes to you, you may take as many as you would like. Remember not to eat the candies yet."
3. Discuss the outcome of this first experience.
 - a. Did the bowl get all the way around the circle?
 - b. Did everyone get a satisfactory amount of candy?
 - c. Do you think what we did was fair?
 - d. What could we do differently?
4. Pass the bowl of candies around again and ask everyone who had candies to put them back in the bowl.
5. Tell the group that we want to distribute the candies again but in a way that might be fairer to everyone involved. Brainstorm ideas from the group as to how to do this.
6. Pass the bowl of 200 candies around again starting in the same place as the first time trying each idea whether it will work or not, and discuss, each time, why or why it did not work.
7. When satisfied with the outcome as a group, pass out the baggies with candies to each person. Ask them to count the number of candies each has in their baggie.
8. Point out that the number of candies in the baggies is the same as the number in the bowl at the beginning of the simulation. Ask: Who had more candies in the first round and fewer in your baggie? Who had more in their baggie and less in the first round? Did anyone end up with the same amount both times? Talk about reasons for these answers (location in the circle, etc.).
9. Follow up with these questions:
 - a. How did it feel to not get enough? How did it feel when you took too much?
 - b. Were there any challenges that were faced as a group in order to create a "fair" system?
 - c. What are some of the things we share at home? In our community? In our world?
 - d. Do you think these things are shared fairly? Why or why not?
 - e. What would happen if there were twice as many in the group with the same amount of candies? What would happen if there were only half as many in the group?
 - f. How can we use this experience to influence our behavior with others? Did it feel good to share? To be shared with?

****Adapted from Population Connection, Go Fish! Activity, 2016.**