

CLIMATE ACTION GAME

INSTRUCTIONS

Market



Market Instructions

Your role is to buy the products produced by families.

To do this you:

1. Look at the products (commodities) families have produced.
2. Decide what price you will give the family for the bundle of products (based on the recommended price). If there are any problems with the commodities you can decide to pay less.
3. Add the amount you have given to the Electronic Balance Sheet.

You will need:

- The **Electronic Balance Sheet**
- The Family Overview sheet (below) with a guide list for **product bundle prices**

You will need to open the Electronic Balance Sheet in Microsoft Excel. **You MUST allow/enable macros for the Electronic Balance Sheet to work** (this is given as an option when you open the spreadsheet).

How it works:

1. A member of each family will bring you batches of **5** products.
2. You decide what price you will give them. A guide price is given in the Family Overview below.
3. Once you've decided a price for the bundle, you add that amount onto the Electronic Balance Sheet for them.

You have the power!

As the market role you can be very picky, and if things are not made how you want, you can give a lower price for their bundle of products (commodities) than the recommended price. Depending on the quality of each individual product, you might choose to give a different price for the bundle, or you may wish to completely reject some

products/bundles due to poor quality, or because you feel like it. You have the power!

Do not let anyone push or hurry you – if they do, you can put them to the back of any queue.

When the market closes

At various points in the game the facilitator will announce that the market is closed. At this point, you can complete the transaction you are currently working on.

Next, open up and play one Climate Broadcast MP3 (in the same order as in the folder).

When the broadcast has finished, display the family Electronic Balance Sheet for all to see.

CLIMATE ACTION GAME

INSTRUCTIONS

Climate Broadcast



After a Climate Broadcast

Once a family has been affected by a Climate Broadcast, all of their products must come in bundles of **10**.

This will only change if they receive a Climate Opportunity card from the facilitator. This will allow them to make bundles of **3** products before they can go to market.

Use the Family Overview sheet below to help you keep track of the number of products per bundle a family is required to make, whether 5 (the usual number), 3 or 10. You can make a note under the final column.

The facilitator will say when the game should recommence (and you go back to trading).

The facilitator may choose to award/deduct a sum of money to a family (for example, they might fine the family), which you will need to enter on the Electronic Balance Sheet.

At various times during the game the facilitator will also require a 'Pay your bills' deduction to be made, which represents the cost of living. In order to do this, you need to display the Electronic Balance Sheet for everyone to see (scroll up) and then press the 20% '**Pay your bills**' deduction button on the side of the Electronic Balance Sheet.

If a family is below the poverty line

You should remember that all production for these families has now stopped so they cannot come to the market until they have completed the task given to them by the facilitator.

Family overview

Family	Country	Commodity	Climate Broadcast	Price per bundle	Min. amount family needs to have earned to stay above the poverty line before 20% deduction 3/5/10
Chenge	Tanzania	Coffee bean	Irregular rainfall	\$10	
Chukwa	Niger	Goat hides	Dessertification	\$7.50	
Dhali	Bangladesh	Rice	Flooding	\$7.50	
Lopez	Bolivia	Alpaca wool	Melting glaciers	\$5	
Mendes	Ecuador	Latex	Deforestation	\$10	
Navarro	Philippines	Flip flops	Storms	\$7.50	