

# Master that Disaster

“Linking Social Protection and Shocks”

#114



## Why this game?

For years we have realised the importance of the linkages between



climate resilience & social protection  
eg. safety nets

These issues seem complex!



To make them accessible - we have created a game that helps you navigate this complexity.

During this game you will experience how climate sensitive social protection works - and how it is linked to climate shocks.



### Link with Climate Change

The climate is changing, climate extremes are becoming more frequent and intense

**We need more approaches that systematically ensure people are resilient to deal with these extremes**

climate sensitive social protection can be a useful approach!

## Game overview

**Description:** In this participatory activity, players become subsistence farmers, who face changing risks. They must make individual and collective decisions, with consequences.

**Learning outcomes:** To understand the value of social protection in dealing with recurrent crises and shocks and with climate change.

**Facilitator skill level:** ★★★ Challenging, needs careful facilitation

**Intended audience:** Disaster managers, policy makers, donors

**Number of players:** multiples of 7

**Time needed for gameplay/discussion:** 45 - 60 minutes

**Playspace Requirements:** Large room with tables and chairs

**Materials (for 7 players):**



1. Six cups



2. 60 tokens



3. Sticker set (see dropbox)\*



4. Government identification, e.g. beads



5. Two market places\*



6. Six game boards\* (hoe: 4; tractor: 2)



7. Two govt accounting sheets\*



8. A set climate cards\*

\*Print file

### Want to know more?



Link to more resources including print files and powerpoint

Climate Centre games: <http://climatecentre.org/resources-games/games>

# Facilitation guide



## Set up and Basics

**Explain setting and ground rules:** see powerpoint file for detailed facilitation notes

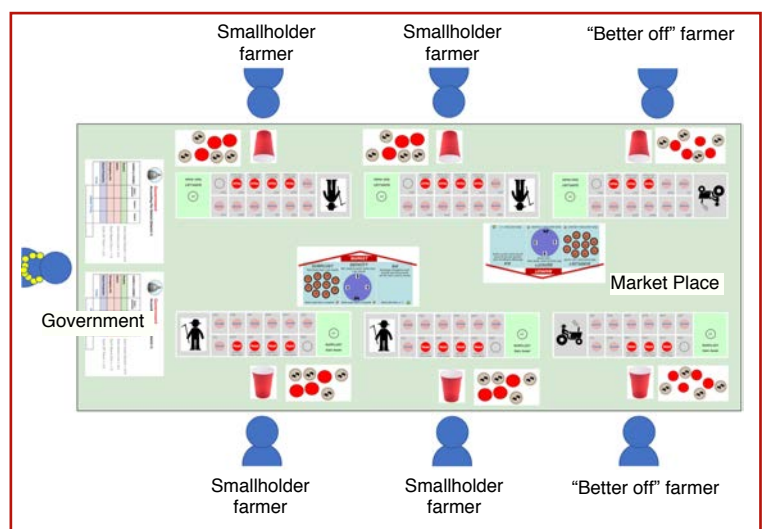
*Note: As you explain the rules, it is important you do so in a playful mode. You can exaggerate a bit or make some jokes throughout this explanation:*

1. The game is a simplified representation of reality, focusing only on those aspects that contribute to the learning outcome.
2. During play, the facilitator is the ultimate decider of the game rules and his/her decisions cannot be appealed.
3. In this game, each turn represents a year. We are going to play 8 years.
4. Finally, like with any game, the rules may be confusing at first. This is normal!

### Set up and basics:

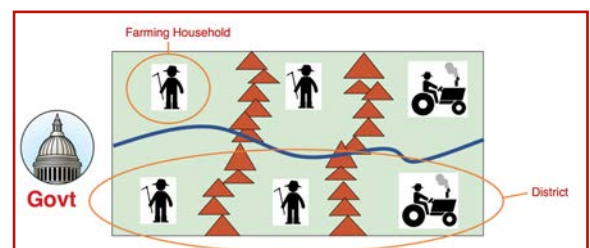
Participants will sit in sets of 7, see image.

- Each **farmer** (6 total) receives: 1 cup
- Each **smallholder farmer** (4 total) receives: 1 game board with man and hoe and 7 additional assets / tokens
- Each **“better off” farmer** (2 total) receives: 1 game board with man sitting on a tractor and 8 additional assets / tokens
- Each **government representative** receives: 2 score sheets. Optional: 1 identifying token (e.g. beads)
- Each **team** of 3 farmers receives: one Market place



### Introduction to the game:

1. Most of you are **smallholder farmers** that depend on the food you are able to produce each year. If you are sitting in front a board like this (show the board with the calendar) then you are a farmer.
2. If you have a tractor, that means you are a **“better off” farmer**, as you have some asset you can draw on to manage your field – you are also likely to have better food security as you have more assets.
3. Each table represents a **province** of the country.
4. You and the two farmers next to you (on the same side of the table) are part of a **district**. The farmers across from you at the table, are in a different district in the same region.
5. You CANNOT exchange any assets (tokens or game materials) with your fellow district farmers, or with farmers in other districts or even in other tables. You can only provide advice or try to convince your fellow farmers.



6. In this game, you can't exchange any assets with your fellow farmers, but you can do so in the **market place**, which is at the centre of your district (show the board). Each district has its own market place.
7. There is also a representative of the **regional government** at each table, the person holding the budget sheet (show sheet) and necklace. We will explain a bit later how your government can support you or not.

# Facilitation guide



## Rules and Play

### Goal

• Your goal during this game is **to have the most points as a farmer and as a district**. You want to make sure that your assets perform as well as possible, so you can get ahead and grow and... win the game!

**Practice Cycle** *Tip! Check the powerpoint file with animations to help explain below.*

- Smallholder farmers have 7 assets (tokens) and better off farmers have 8 assets (tokens). These tokens represent some of your productive assets, for instance seeds you have bought, some animals, your own ability to work in your field.
- As any subsistence farmer, you need to invest these assets in order to be able to feed yourself and your family over the year. But of course, your assets are exposed to many influences during the season, there could be a pest that attacks your crops, or you or your animals could get sick. So you are trying to get as many of these assets to cover your food needs over the year.
- **How?** Put your assets in the cup in front of you, shake the cup and flip the assets on the table in front of you.
- if your asset landed on the “bean side”, then that means this asset was productive and will cover one month of food during the year. If it landed on red, then that asset is useless for this year.

### 3 outcomes:

1. **Just enough:** Cover until November or December with your variable assets. **Important!** If you cover until November, it is also OK because you can stretch your food for a month and you get by.
  2. **Surplus:** Cover beyond December: stand up and celebrate by announcing ‘Surplus!’ (encourage people to stand up and do it loudly). You can now go to the market and **get one additional asset** – you buy yourself another cow / more seeds for next year. Note: you can only get one asset per round, even if you had a large surplus.
  3. **Deficit:** Don't cover November: stand up and say Oh No! (loudly!). You didn't have enough to feed yourself and your family this year. During the practice round, you are going to have to **sell one of your assets** – for instance, you sell one of your animals to get cash to buy food. Note: Even if the deficit is bigger than one, you only sell one asset and cover all the needs.
- Assets should remain in the market place until the end of the practice cycle.

### Emergency Aid - Emergency Cash Transfer

- The government can request external funding to deliver emergency aid. In this game, the government can get a **budget of 12 units of aid per district**. With this funding, the government can deliver humanitarian cash transfers to people in need. But remember, the 12 units are all the government has per cycle of four years.
- However, this programme is expensive! Each 1 unit in aid costs the government 1 unit in expenses (transport, selection, etc).
- The government can give the farmer that is in trouble 1 unit of assistance. And then it pays another unit to the market, to represent the expenses. The farmer can use that cash to buy items from the market – so that coin also goes to the market.
- **Try!** Flip you assets, and resolve using the 3 outcomes from before. **Important!** A farmer requiring emergency aid needs as many units of support as his or her deficit is. Remember: insufficient food will lead to having to sell an asset. Aid must cover the entire deficit before the farmer is OK.

### End of Practice Round

- The government member completes the accounting sheet per district, see example.
- Reflection! Take a few minutes to discuss any thoughts / emotions (not rules).

GAINS & LOSSES	Practice cycle	1 <sup>st</sup> cycle (SP)	
Surplus	+6		1 Asset Gained = + 6 \$
Deficit	-12		1 Asset Lost = - 6 \$
External support	-8		1 Coin = - 1 \$
Social Protection			1 SP Token = - 3 \$
TOTAL	-14		

# Facilitation guide



## Round 1: Social Protection

1. Reset all assets to the starting numbers. This round we will introduce **social protection**.
2. Social protection consist of a cash transfer program that provides longer term benefit and it is represented by a double-side token (show the token). This token is given to one person (targeted) and stays with that person for four years. **Every year**, the person can use that token to cover one of their needs. The government can decide who it will give this to.
3. The government has a budget of 12 units per district. There are two ways this money can be invested:  
1: 12 units in emergency aid (“the original system”); or 2: 2 x social protection + 6 units in emergency aid (“a pilot”) - see image.
4. The government can decide which district gets social protection and also who in each district gets the social protection token. [Let participants discuss; discussions can emerge here about targeting, benefit capture, etc.; pay attention and highlight later].
5. **Play!** Remember to should out Surplus! or Oh No! where applicable. After the first turn, ask participants to look across the table and compare among themselves.
6. Play 3 turns, ask people to go faster and faster each turn. They will start getting a handle on the rules, but try to keep all tables going at the same pace. If needed, stop and highlight an interesting insight, which can give tables a chance to catch up.
7. Before it is the last turn of the cycle, stop, get everyone’s attention and introduce the next element: **climate shocks!** Introduce climate cards which demonstrate that the climate is changing and climate extremes are becoming more common and frequent. If 1 or 2 assets fail, then you have to remove (an) asset(s) from your cup before shaking for one turn only. One participant draws for all tables. *Secretly stack the cards so the 1st card is a “Bad year: 1 asset fails” card.* **Play and resolve.**
8. **Time to account!** Same as before and a Social Protection token is -3. Ask some governments to read out loud what their results are – especially highlighting differences between districts with and without Social Protection.
9. **Reflection!** Take a few minutes to discuss any thoughts / emotions that came up in this game experience (not rules).

## Round 2: Shock Responsive Social Protection

1. Reset all assets again. The national government has decided to do a re-targeting exercise of the Social Protection programme. They have determined that **the neighbouring district will get it**.
2. Introduce **shock responsive social protection**: The government has realized that once Social Protection is in place, it can use that system to also deliver emergency aid (e.g. bank accounts, monitoring and payment systems, targeting systems).
3. This actually **makes the delivery of aid cheaper** because an emergency programme does not need to be set up every year, it can use existing mechanisms. Only in the district with Social Protection, delivering emergency aid will now cost 1 instead of 2.
4. **Play 3 years** by drawing the following climate cards: Year 1: Normal; Year 2: Bad Year, 1 Asset Fails; Year 3: Normal.
5. Before year 4 explain that climate change is contributing to shocks becoming more extreme. Draw: “Bad Year, 2 Assets Fail”.
6. **Time to account!** Compare with versus without Social Protection per table.

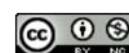
## Debrief:

The debriefing is a crucial part of the game experience as this is where the shared learning takes place. Example questions:

1. What did you experience during this game?
2. How does what you experienced link to your reality?
3. Share one insight you have gained from this game.

## Acknowledgements:

This game was developed in partnership with the United Nations Food and Agriculture Organisation, building on a disaster risk financing game created for the World Bank DRFI Program.



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