

Master that Disaster

A Game on Social Protection and Shocks



Climate
Centre



Food and Agriculture Organization
of the United Nations

December 2017

GAME FACILITATION SLIDES

Game sequence & game materials

PROPOSED SEQUENCE

Practice cycle:

- Year 1: no aid
- Year 2: introduce Emergency Aid (total budget \$12)
- Reset game completely

First cycle:

- Year 1: introduce Social Protection (total budget \$6, +\$6 for Aid) in one village per table, government decides who
- Year 2: continue
- Year 3: continue
- Year 4: introduce climate change (deck of shock cards), ensure climate shock happens
- At end of cycle, do the math and compare “with vs without SP” per table
- Reset game completely

Second cycle:

- Re-targeting SP. Before starting, Govt collects SP tokens (targeting can be revised) and targets the other village
- Year 1: introduce Shock Responsive Social Protection (Aid Cash via SP. total budget \$6, + \$6 for Aid)
draw a shock card, ensure normal year
- Year 2: continue with SRSP, ensure climate shock happens
- Year 3: continue with SRSP, ensure no shock happens
- Year 4: continue with SRSP, ensure double climate shock happens
- At end of cycle, do the math and compare “with vs without SP” per table

MATERIALS

Per table of 7 persons

- 2 Farmer boards with a tractor
- 4 Farmer boards without tractor (hoe)
- 2 Marketplace boards (1 per district)
- 2 Government accounting sheets (1 per district)
- 54 Beans Tokens with one red side (10 marketplace, 16 Tractor players, 28 non-tractor players)
- 24 Emergency Aid tokens (coins)
- 2 Social Protection Tokens (double-sided)
- 6 plastic cups
- 1 Necklace/Beads etc.
- 1 Deck of Climate Cards (the deck can be per entire group, not per table)

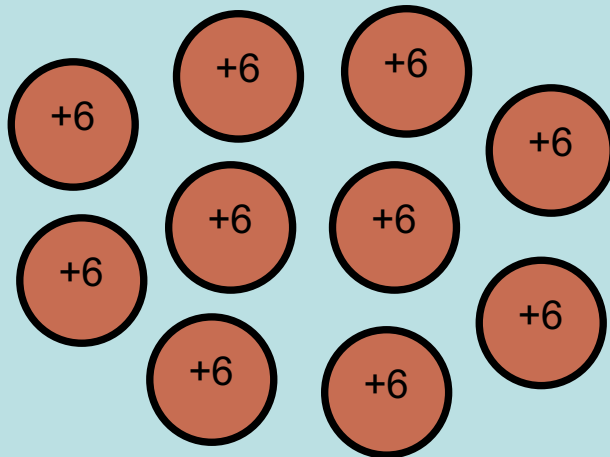
MATERIALS

For printing

MARKET

SURPLUS?

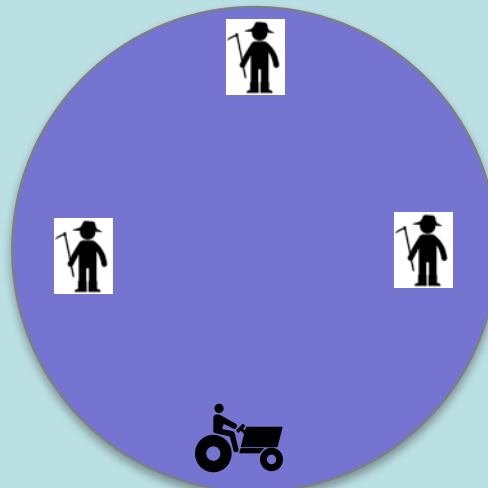
Take Asset (max 1 per round)



Each asset here = +6 point 

DEFICIT?

Sell Asset to cover needs (max. 1 per round)

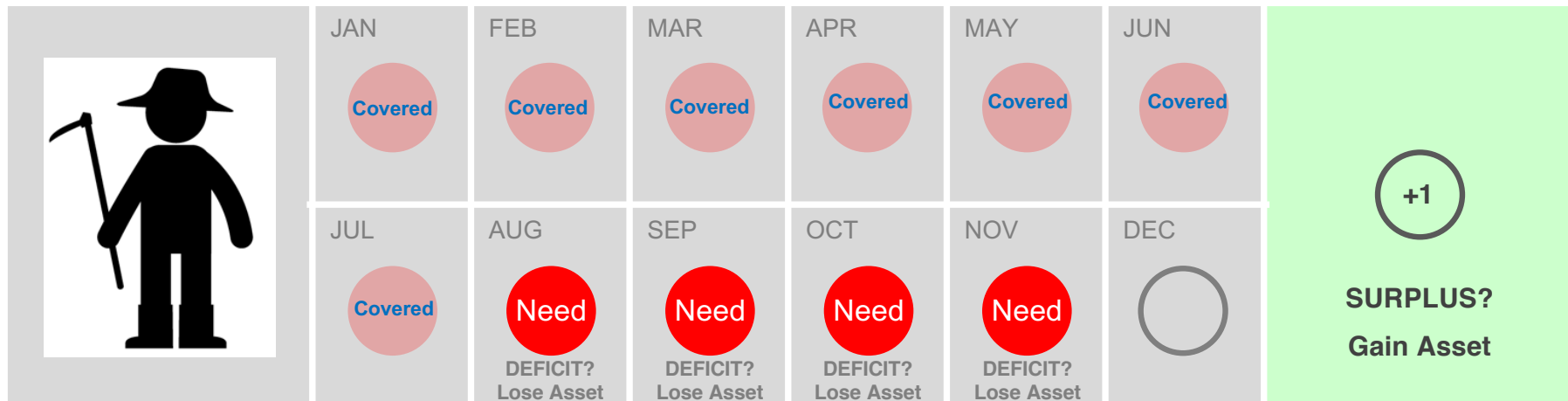
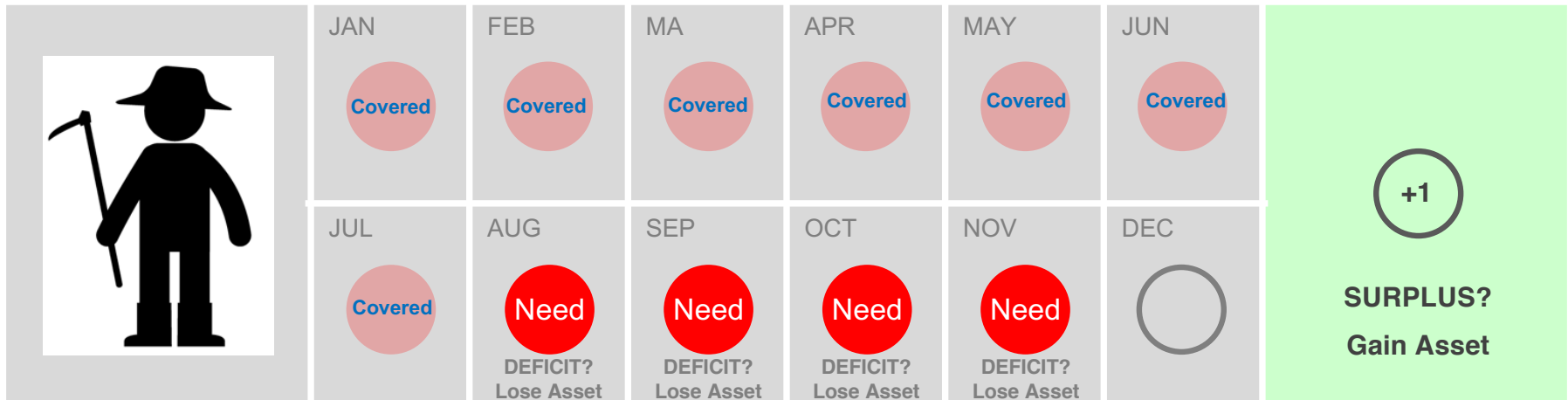
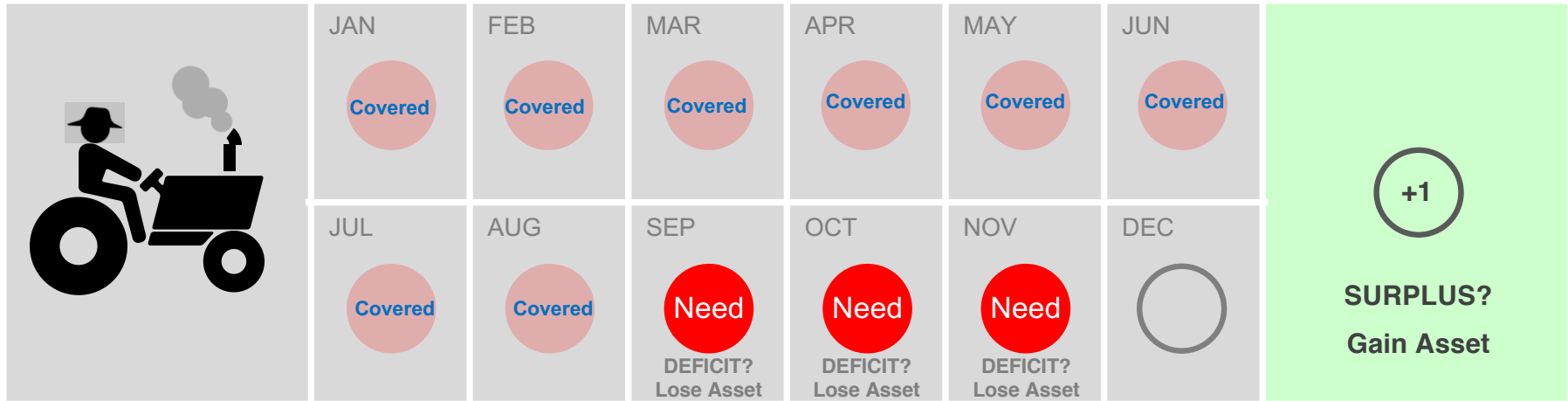


Each asset here = -6 points 

Aid

Exchange emergency cash transfer and set up costs (all the coins used in round)

Each coin here: = -1 





Government

Accounting Per District (District 1)

GAINS & LOSSES	Cycle 1 <i>(practice)</i>	Cycle 2	Cycle 3
Surplus			
Deficit			
Emergency Aid			
Social Protection			
TOTAL			
GRAND TOTAL			

Each Asset Gained = +6 \$

Each Asset Lost = -6 \$

Each Spent Coin = -1 \$

Each SP Token = -3 \$



Government

Accounting Per District (District 2)

GAINS & LOSSES	Cycle 1 <i>(practice)</i>	Cycle 2	Cycle 3
Surplus			
Deficit			
Emergency Aid			
Social Protection			
TOTAL			
GRAND TOTAL			

Each Asset Gained = +6 \$

Each Asset Lost = -6 \$

Each Spent Coin = -1 \$

Each SP Token = -3 \$

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Normal Year



Normal Year



Normal Year



Bad Year
1 Asset Fails

Place 1 token 'white up'
Shake the rest



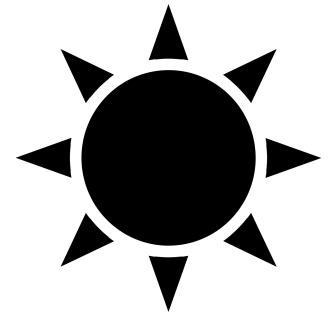
Normal Year



Normal Year



Normal Year



Bad Year
2 Assets Fail

Place 2 tokens 'white up'
Shake the rest

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Normal Year



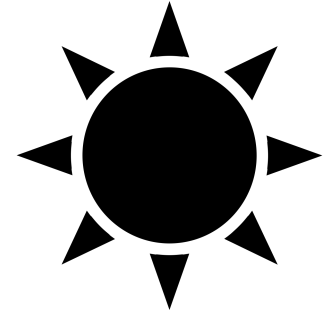
Bad Year
1 Asset Fails

Place token 'white up'
Shake the rest



Bad Year
1 Asset Fails

Place 1 token 'white up'
Shake the rest

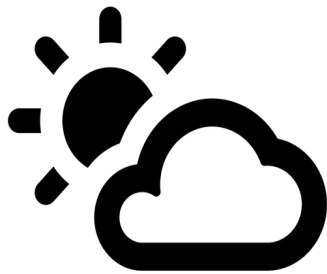


Bad Year
2 Assets Fail

Place 2 tokens 'white up'
Shake the rest

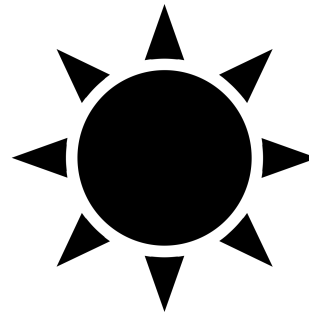


Normal Year



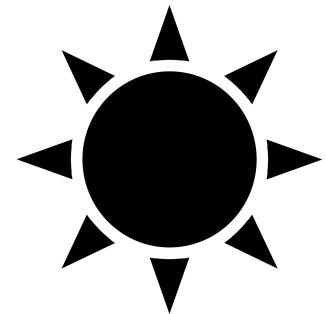
Bad Year
1 Asset Fails

Place token 'white up'
Shake the rest



Bad Year
2 Assets Fail

Place 2 tokens 'white up'
Shake the rest



Bad Year
2 Assets Fail

Place 2 tokens 'white up'
Shake the rest

In addition to the materials in previous slides, you will need **Tokens** to represent assets, SP and Emergency aid coins. It is important that they have an equal chance of falling on either side (i.e, smooth edges and regular shapes)
The ones in the picture can be ordered online, for instance from Amazon UK [here](#). They are 22 mm/ 0.86 in.



They can then be fitted with 20 mm/0.79in printed stickers from these files:

<https://www.dropbox.com/s/x7gsapggudbid8w/Set-1-79-inch-rice.pdf?dl=0>

<https://www.dropbox.com/s/f2c7l5vewej9mbz/Set-2-79-inch-brown-beans-red.pdf?dl=0>

<https://www.dropbox.com/s/nm4tv0gdchcqz5c/Set-4-79-inch-green-rice.pdf?dl=0>

<https://www.dropbox.com/s/fw3ntokficf9sa1/Set-5-79-inch-yellow-beans.pdf?dl=0>

<https://www.dropbox.com/s/7o2i6toezshdoyy/Coins.pdf?dl=0>

You will need 1 plastic cup per player to shake assets.



Finally, you might want to have an additional way of distinguishing the government officer, for instance a necklace, beads etc. such as pictured.