

LEARN AT CHESTER ZOO

THE GREEN GOLD GAME

WHAT IS THE GREEN GOLD GAME?

The Green Gold Game explores the choices that plantations and governments make in the palm oil industry, towards a richer understanding of why sustainably-grown (and RSPO-certified) palm oil is the best choice we can make as consumers.

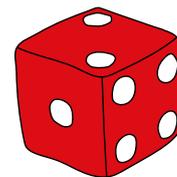
Your class will play as Plantation Farmers and Government Ministers.

Plantation Farmers will play the **Plantation Game**, making choices about how palm oil is grown – sustainably or not.

Government Ministers play the **Government Game**, making choices about whether or not to support sustainable palm oil growth. These students can also help you run the Plantation Game. You could print additional copies of prompt card D and give these to Government Ministers to support this.

Some Key Details

- The game is facilitated through a screen by our (fictional) Zoo conservationist called Flora, you'll just need to set her up on the main whiteboard.
- You'll need to run elements in the room, there is an attached pack of prompt cards to support this.
- The game will take between 1h 30m - 2h to play in full, but feel free to take longer if you'd like.
- 'Harvests' in the game (more on this below) are calculated by rolling dice. Dice rolls inject some healthy chance into the game, so be sure to use them. Groups can help or hinder their chances by accessing dice bonuses, and you can keep track of these using the dice bonus scale on the right hand side of the game mat.



Use this link to access the screen content for the game:

www.chesterzoo.org/schools/green-gold-game

Walkthrough

PREP

Split the class into three teams.

From each team choose two or three students to play Government Ministers.

For each team of Government Ministers you'll need to prepare: 3 RSPO certificates, 3 chemical fertiliser tokens, 1 pack of event cards.

You could also give each Government Minister a piece of headed paper on a clipboard for notetaking and/or a 'Government Minister' badge.

Split the remaining students into tables, two or three tables per team (imagining 3-4 students per table). These students will play Plantation Farmers. We'd recommend no more than 4 students per table to make sure everyone can play an active role in the game.

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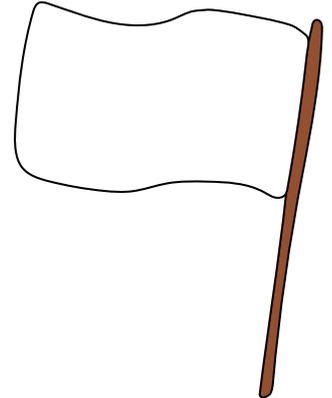
Prepare one pack of materials for each table. Each pack should include: \$1200 orangutan dollars; 4 'forest' cards and 2 'open' cards; 1 game board; 2 dice



You'll need to find three prizes for the game (we'd strongly recommend three bars of RSPO-certified chocolate, but it's up to you what's appropriate for your class), and some paper & art materials, for teams to design a flag. You could hide the chocolate before the game, for a moment of dramatic reveal, if you want!

INTRODUCTION

The game starts with a conversation about palm oil. Teams must name and design a flag for the fictional country they are playing as. You'll facilitate this, take as long as you'd like.



PLANTATION GAME: ROUND 1

Hand out game packs. Plantation Game Rules are listed on Card C. The play-through is on Card D.

GOVERNMENT GAME: ROUND 1

Governments decide whether to subsidise sustainable palm oil. Instructions on Card G. There is an option to break the session in two here. Select 'BREAK' to do so. Or click 'KEEP GOING'.

PLANTATION GAME: ROUND 2

Click 'Load after Break' to rejoin the game here.

BIG CHOICE

Students vote on whether they want orangutans to enter the game. Click on the button which reflects how students have chosen to vote.

GOVERNMENT GAME: ROUND 2

Governments decide whether to ban deforestation in their country. Instructions on Card I.

PLANTATION GAME: ROUND 3

WINNERS

Work out the winners.

REFLECT

Reflect on the game together.

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A note on language

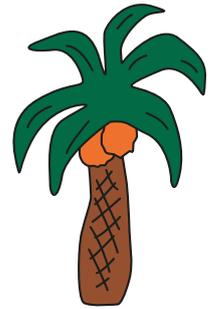
Throughout the Green Gold game we refer to 'palm oil plantations'. Tables of students will play the game as 'plantations' and students are at points referred to as 'plantation owners' or 'plantation farmers'.

We want to take a moment to recognise the wider context and history of the word 'plantation' and that it may be triggering for certain students to hear. We recognise that for many, the word is connected to the forced labour of enslaved peoples.

We have made the decision to use the word 'plantation', rather than an alternative term, because it is the correct language for this context and we feel it is important to be honest and truthful about this.

We are aware that each student and each class will have different reactions and relationships to the word depending on their background, and so we haven't built in any specific exercise or conversation to the session.

Instead we invite you to identify and contextualise the language as is appropriate for your class, their experience and education.



Event cards

In rounds 2 and 3 of the plantation game, tables are able to draw event cards. Some event cards have a positive impact, others have negative ones. Event cards are intended to be fun, and in some cases inject some additional playful competition between tables. They are also meant to illustrate the unpredictable nature of working in the palm oil industry and illuminate some of the decisions and negotiations plantation farmers face.

With this in mind, you may decide to create your own event cards to play the game. The cards put the game in a wider context, allowing students to see connections with other industries and systems, as well as developing a richer understanding of the decisions plantation farmers face. Cards can feature various content and have a range of impacts on the game, all up to you.

Have fun!