

STRUGGLE OF SURVIVAL: THE THIRD WORLD JOURNEY

{INSTRUCTION MANUAL}

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The simulation is based on real world facts, statistics and personal accounts.

Participating in the simulation is a privilege and must be treated as such. The simulation **MUST NOT** interrupt class time; find your own time to exchange and collect cards. Food, water, chance, and alternative action cards must be turned in by the end of each required day in order to be recorded. Going without food, water, or medical attention will prove deadly.

Welcome to Haiti.

IDENTITY CARDS: Each individual participant receives one identity card on October 30th, before the simulation begins, during your fourth hour.

DO NOT LOSE THIS CARD- IT IS VITAL FOR BOTH WEEKS OF THE SIMULATION.

Identity cards include your:

- Name
- Number
- Age
- Overall Health
- Occupational Skill
- Family Relations.

You may have family members you have never met before in real life, but you will have to work together to survive in the simulation.

- ✓ You must show your identity cards to employers and relief organizations to receive food or water.

- ✓ Identity cards determine the occupational skill each individual possesses and can influence an employer's decision whether to hire you or not.
- ✓ If you are unemployed, you may go see relief organizations for food or water.
- ✓ If you draw a chance card and are injured or contract a disease and are no longer able to get food, you must turn in your identity card to the Distributor
 - You cannot get your identity card back until you turn in a medical attention card (from the doctors or certain relief organizations) to the Distributor.

FOOD CARDS: Food cards are the responsibility of the employed citizens or those receiving food from the relief organizations. If the caretaker is absent or unable to provide food for the family, everyone in the family will need to help find food. Each day when you turn in a food card, you must write your NUMBER on the back of the food card on the coordinating day and turn it in to the food box on the table outside of the library.

- Food cards can be received in exchange for work with employers daily if you show them your identity card and they decide to employ you for the day.
- Food cards can also be received from the relief organization, but only if you are an unemployed citizen.
- Food cards can also be found in/near garbage cans around the island.
- Food cards can be GREEN or ORANGE.
 - GREEN food cards represent healthy food for your body.
 - ORANGE food cards represent rotten food that can cause foodborne illnesses.
- Cards can also be taken away by police or stolen by fellow citizens.
- Each citizen must turn in 1 card per day.

You can go only 3 days without food before malnutrition sets in and the results are fatal.

WATER CARDS: Each individual water card represents 3 liters of water per day- barely enough for one human to live on. Each day when you turn in a water card, you must write your NUMBER on the back of the water card on the coordinating day and turn it in to the boxes on the table located outside the library. The color of the water cards also determine the sanitation of the water.

- BROWN cards represent dirty, unsanitary water
- BLUE cards represent clean, sanitary water.

You can find water cards near water fountains around the school, but very few sanitary water cards are available. If you can't find any or can't make to a water fountain during your school day, you must take unsanitary water, running the risk of disease. Sanitary water cards can also be found at select relief organizations.

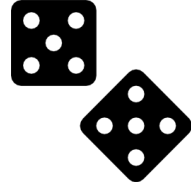
You can go without water for 2 days, before dehydration sets in and results are fatal.

CHANCE CARDS:

- Chance cards are given out periodically throughout the simulation.
- Chance cards can be positive or negative, and typically are effects of your actions throughout the simulation.
- Chance cards can include contracting diseases, receiving food or water from missionaries, sudden deaths, or work related injuries.
- Chance cards can be random.
- Chance cards can depend on alternative action cards.

1. Each day, check the projector screens lunch or the Daily Updates online.

2. Check to see the DICE symbol next to your number. →
3. Go collect your Chance Card from the Distributor.
 - a. The Distributor is Mr. Brandon Bond and can be found in the school's library.
4. Show your chance card you drew to the Distributor.
5. The Distributor will carry out what the Chance Card entails.
 - a. If the Chance Card says that you are sick or injured and can no longer work, the Distributor will take your identity card until you come back with a medical attention card from one of the doctors or relief organizations saying you can work again.



If you do not collect a chance card on the day it was assigned, you will not receive food until you collect one.

ALTERNATIVE ACTIONS CARDS: This card allows you to gain things you need with actions that may not be legal and/or moral.

- Alternative Action cards can be used in place of food or water and can be turned in to doctors for medical attention.
- When you substitute an Alternative Action card for another card, you will receive a chance card telling you what you did and what the consequences are.

1. Pick up Alternative Action cards at the table located outside the library.
2. Turn it in with your NUMBER printed onto the back either
 - a. To the doctors for medical help.
 - b. To the food box
 - c. To the water box

“Alternative Actions” may include selling your children, body, or drugs. Just as in real life, these alternative actions are costly to your physical and mental wellbeing and cause damaging effects.

Unemployed Citizens: Unemployed citizens can only receive food from relief organizations, which have limited amounts of food.

Unemployed citizens may need to:

- Find food in the garbage
- Borrow from someone willing to share
- Go without.
- Use Alternative Action cards

Some relief organizations may have water cards for unemployed citizens, but depending on supply and demand, you may have to rely on finding water at the water fountains.

Children: *Select students

- Most children will not be able to work and must depend on their parent(s) for food.
- Children without parents must depend on the older children to provide food.
- Younger children or children with parents are in charge of walking to collect water, and if their families need, they must find food cards in/ around the garbage cans.

Employers: *Select Teachers/Staff members.

You can distinguish which teachers are employers by the decoration of their door. Employers include skills in:

- Coffee bean plantations
- Sugar cane plantations
- Art buyers
- Charcoal industries
- Free-trade garment assembly factories

YOU MUST SHOW YOUR IDENTITY CARD TO THE EMPLOYER IN ORDER FOR THEM TO HIRE YOU FOR THE DAY.

- ✓ Employers are partial to hiring citizens who have the specific skill/trade needed in their line of work.
 - If you are running out of food options, you may have to bargain with an employer of a skill you have no experience in to give you food for your family in exchange for work.
- ✓ Employers have complete control over who gets paid in food cards, and may choose to reject your labor.
- ✓ Employers may also manipulate when you can see them to receive food cards.

Police Officers: *select students.

The police officers have been given the power to take away cards when they:

- Catch you stealing from other citizens
- Taking from the garbage cans
- See you using an Alternative Action card
- When they believe you have committed a crime.

WARNING: POLICE OFFICERS MAY USE THEIR POWER INCORRECTLY/UNJUSTLY.

- ✓ Police may take your cards anytime they see them.
 - Hide your cards away and they cannot take them from you.
- ✓ They are marked with a golden badge.

Doctors: *Select students/creators of the simulation

Few and far between on the island. If you do happen to find one, do not expect them to be kind or merciful. They may give you medicine that helps you, kills you, or does nothing. They also do not give out any freebies.

- You must trade a food card, water cards, or Alternative Action card to receive medical attention card.
- You must see them in order to work again if you draw a chance card that tells you that you are injured or have contracted a disease.
- Turn in your medical attention card to the Distributor in order to receive your identity card back.
- ✓ You will know them by their white lab coat.

Relief Organizations: *Specified classrooms in the school/

Guests who may come into the school during lunch

Only (number) Relief Organizations are located on the island. They are given only a certain number of food cards per day, so make sure you get there quickly, before the last of the food has been handed out.

- ✓ Their door will be decorated with a theme that correlates with the relief organization they are in association with. (Ex. Convoy of Hope, Salvation Army, Charity Water, Save the Children, etc.)

YOU MUST SHOW YOUR IDENTITY CARD THAT SAYS "UNEMPLOYED" TO THE RELIEF ORGANIZATION IN ORDER TO RECEIVE FOOD CARDS.

DEATH:

If you die, there will be a dash through your number on the screen at lunch. You must then go to the table located outside the library and pick up your black armband to wear for the remainder of the simulation. For the days you wear it, no one is allowed to talk to you about the simulation. You are no longer living and your family group can no longer depend on you.