

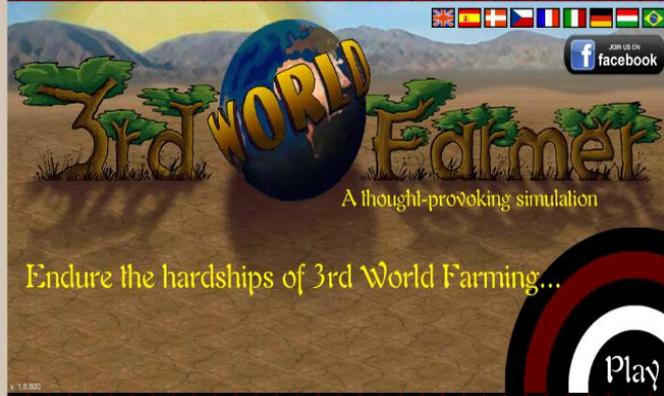


Third World Farmer	
 Link to the Game	https://3rdworldfarmer.org/take-action.html
 Promoter	Friends of Education (FYROM)
 Type of Game	Online game - single palyer - platform game
 Target Age	9+
 Language(s)	English, Spanish, French, Italian, Portuguese, Czech
 Prosocial Value(s)	Personal relationship/friendship/family Empathy Respect/tolerance/accept the differences Education Ethics Emotions Equality/equity Solidarity/help each other Responsibility Communication Environment/nature
 Prosocial Skill(s)	Perspective taking Be empathetic Cooperation Problem solving Taking turns Set goals and plans Ask for help Help the others
 Objectives	<ul style="list-style-type: none"> ▸ <i>Direct</i>: Understanding difficulties that 3rd world farmers face and their struggle for survival; ▸ <i>Indirect</i>: Understanding social, environmental and economic issues



	<p>in countries such as Africa and comparing to their own. Understanding how unfair life can be for people living in poor countries by being put in their shoes- developing empathy</p> <ul style="list-style-type: none"> ▸ <i>Inter and cross-disciplinary:</i> Geography, History, Civics. Developing critical thinking and making difficult choices; Understanding cause and affect relationship, Understating what consequences come from which actions; ▸ <i>Psychological, sociological, prosocial:</i> Raising awareness about wealth distribution and inequality between people, thinking about fairness and human rights, understanding different communities; Developing empathy and understanding how students themselves can take action to help others (by means of donating (can be done directly via the site), collecting things and giving them to charities; But also organising events, fundraising, collecting necessities for people in need in their own communities; Being kind to people who have less and understanding where they come form, wanting to help and talking about difficult issues;
 <p>Description of the games</p>	<p>3rd World Farmer demonstrates for the players what hardships farmers in poor countries experience. Players genuinely try to do their best but can they succeed? Makes one wonder even while playing whether endless wars, diseases, droughts, theft, corrupted politicians and militia destroy the farmers although they do their best to survive?</p> <p>3rd World Farmer is a serious game, it is educational and provocative and it makes people realise why poor people do what they can to survive and why sometimes they escape their countries in search of better life. So indirectly it tackles migration, refugees, people movement and most importantly inequality and unfair distribution of wealth.</p>
 <p>Equipment Needed</p>	<p>Works on PC, lap top, tablets, phone as it is played online</p>
 <p>Description of The Activity</p>	<p>This game is appropriate for children aged 8/9 + and is easily adaptable for teachers of different subjects to use. Can also be used inter-disciplinary. This game deals with issues that relate well with subjects such as:</p> <p>Geography (where are the countries in question, mapping them, discussing climate, soil, natural wealth),</p> <p>History (what was happening throughout history, who lived on those continents, understating relations, cause and effect etc.)</p> <p>Civic Education (political situation in the country, legal system, economic system, systems of government, human rights)</p> <p>The game evolves around making choices on how to ensure living for a poor family of 5 people. The most important aspect is that you can never know whether you would be able to survive as much depends on</p>



	<p>circumstances beyond once control. This could be very frustrating for the player since they feel that whichever choice they make it is not the right one. However, it shows them the reality in 3rd world countries and sensitives them to hardship thus developing empathy.</p> <p>As a lead in activity the teacher can organise very simple task. She asks the students to line up and they start from the same place and reach a certain point (finishing line). Then she says that people who can relate to the statements she gives step forward. She gives statements like: If your parents have money for you to live very comfortably go one step forward. If you can buy everything you want step .If you have never been bullied or felt bad at school step again...and so on. This practical activity (inspired buy a TV ad) shows students that some students are more privileged and in a better position than others than others. A discussion follows on who felt that it was not fair and why. The teacher relates this experience to the countries in questions that are the focus on this game.</p> <p>After the students have played the game she divides them into groups and gives them few question they need to discuss and reach a conclusion then share with the others. The following can be possible questions:</p> <ul style="list-style-type: none"> - What was the most challenging in the game? - Why was it very difficult to make choices? - How did you feel? <p>At the end the teacher asks what it is that the students can do to help and is it possible. There is a button TAKE ACTION on the bar of the game; Once opened it gives you all the organisations (such as Oxfam) that world to support farmers on Africa and other places. She also talks about helping in their local communities.</p>
 <p>Timing</p>	<p>The game takes around 30 minutes.</p>
 <p>Images or Other Documents</p>	



	
 Other Relevant Links	<p>Creating emotional response and further use of the game in class https://paxsims.wordpress.com/2015/01/27/reviewing-third-world-farmer-as-a-class-assignment/</p>
 Tips and Tricks	<p>This game is best played if students have some previous knowledge on farming, plants and soil and know a little about climate and the situation in 3rd World Countries. The teacher can make a short presentations for them, or ask the students to do it themselves (flipped classroom), search it on Google Earth, watch a documentary or a short video.</p>
 Source	<p>3rd World Farmer Team 2014</p>

