

## FAIRTRADE BOX CONTENTS

### The Trading Game

The Trading Game is a simulation designed to introduce students to the realities of trade and how it affects the prosperity of a country. The game highlights how the gap between rich and poor nations is made wider by the trading policies of the rich. It demonstrates how the poorer countries, especially those selling raw materials, have great difficulty in achieving a fair price for their goods. The game is designed for players over 11 years. Up to 30 players can take part. The game is simple but very well designed and will quickly and thoroughly involve the students. Overall, an excellent game.

### Go Bananas!

Most of us enjoy bananas but how often do we think about where they come from and how they arrive in our shops just ready to eat? Bananas are likely to capture children's interest, but they also lead right to the heart of some difficult trading issues. The photo-pack traces the banana's journey from where it is grown (in this case St Vincent) through being shipped to the UK, to the wholesalers and finally the market or shop. Children's activities trace some of the issues and inequalities which occur in this process. Most striking is slicing up the banana according to who gets what. For a banana costing 10p, only 1p goes to the grower whilst the retailer makes 3p. Although the pack might have benefited from more exploration of this, I think it is a strong resource.

As well as the teachers' pack, Oxfam has also made available some free downloadable resources on their website. [http://www.oxfam.org.uk/education/resources/go\\_bananas/](http://www.oxfam.org.uk/education/resources/go_bananas/)



### The Paper Bag Game

This game is designed to help younger children to understand the difficulties of surviving in an economy where there is high unemployment and no social security. It also raises questions about power and the use of the world's resources. The game is suitable for children from 9-14 years. Up to 35 players can take part. The game helps pupils to explore the relationship between economic, environmental and social issues. It will help them to recognise the origins of poverty and injustice. The game is easy to organise and needs few resources (paper and glue). The booklet outlines issues that can be raised after the game has been played.

### The Banana Pack

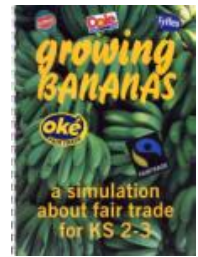
Ever wanted to know how bananas end up in the UK? Or how long a first class banana is according to the EU? This teacher's pack from Banana Link answers all these questions and more. The video explores the social and environmental issues facing banana plantation workers and how fair trade can provide an alternative business model for farmers. The accompanying booklet presents ideas and activities for art, media, geography and business studies teachers to use after watching the video. Teachers of other subjects may also find the video and other resources useful. Additional to the film, the pack includes two activities and two games (the Banana Game and Banana Globingo) that look at fair trade and the banana industry. Finally there is a booklet that explains the benefits of fair trade banana production from producer to consumer and an A3 colour poster explaining the links between consumers and producers along the banana supply chain.



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### Growing Bananas

This role-play activity encourages pupils to consider life as a banana grower in the Windward Islands of the Caribbean. It is a simulation game where pupils 'grow' bananas (by drawing them), trade them, and add up their results on a balance sheet. The book also includes several black and white photos of the lives of banana growers, and background information. Age 7—14.



### Bananas & Cocoa Beans

This cross-curricular teaching book focuses on fair trade. The book includes activities suitable for upper primary teaching, and looks at how we are linked to the rest of the world through our shopping. The book introduces pupils to the idea of fair trade, and farmers getting a fair price for their crops. The activities in the book can be used in isolation, but work well as a series. Each lesson gives informative background reading, as well as ideas for extension activities, including writing frames, discussion groups and reading material. There are also black and white images and pupil worksheets included in the book. Age 7—11.



### Make Your Mark

This colourful booklet explains the concept of fair trade, and offers ideas of how your school can set up a fair trade campaign. The booklet gives sample case studies of how farmers in the Dominican Republic have been helped, and practical ideas for getting the whole school interested and involved. The free booklet includes limited teaching activities, but would be ideal for an active citizenship project. Age 7—16.



### Focus on Fairtrade—CAFOD

A folder with information on fairtrade facts along with stories of fairtrade producers. Included is a brief summary on how to become a fairtrade school, a selection of activities and useful website addresses. On the back of the poster are extra activities including how to use the poster, the magic fairtrade trolley and making a fairtrade mini-book.

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### The Chocolate Game

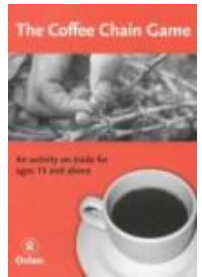
This resource is a simulation game, which centres around the effects of the cocoa trade on nine families in Brazil, Belize, Ghana, and Britain. The families' income and spending decisions depend on the success of the trade and the vagaries of the market. The simulation includes elements of risk, changes in trading conditions and the possibility of company take-overs and fair trade co-operatives. Background information on cocoa and trade, instructions for the game, and a list of further resources are included. The game lasts 60-90 minutes and is an excellent resource for exploring complex issues and the effects on people in North and South. Age 11—16+



### The Coffee Chain Game

This booklet considers how the lives of farmers are affected by the world trade in coffee and includes background information, a quiz, the coffee chain game, and an action page. The main activity is a simulation game which puts players in the roles of those involved in the coffee trade, eg: growers, exporters, shippers, roasters and retailers. There is also a quiz to find out how much you know, information about coffee in Uganda and ideas about what you can do to promote fair trade in coffee.

There are free PDFs on the website of interviews with Ugandan coffee growers and the coffee quiz. [http://www.oxfam.org.uk/education/resources/coffee\\_chain\\_game/](http://www.oxfam.org.uk/education/resources/coffee_chain_game/)



### Fairtrade Schools Action Guide

Containing everything you need to know about becoming a Fairtrade School. This guide sets out clearly the steps a school needs to take including the five goals, the school audit, how to set up a school steering group and how to writing a whole school policy. There are instructions on how to see, promote and use fairtrade products and how to take action for fairtrade.

### Your School and the Fairtrade Mark

An educational resource for citizenship. This resource includes information on how fairtrade can fit into the schools curriculum. There are 10 ways on how to bring fairtrade into your school, information about good fairtrade resources and a fairtrade assembly as well as lesson plans.

### Black Gold DVD

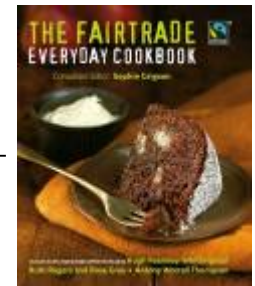
Set in Ethiopia Black Gold traces one man's fight for a fair price for coffee producers in his country. Tadesse Meskela struggles to save his 74,000 coffee farmers from bankruptcy. He travels to London and Seattle battling against the power of multinational players that dominate the world's coffee market.



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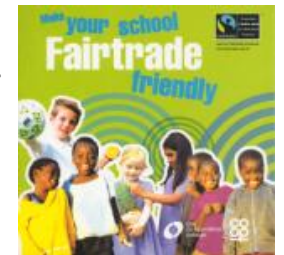
### **The Fairtrade Everyday Cookbook**

A cookbook produced from a nationwide competition to find recipes based on fairtrade ingredients. Included are 100 of the best submitted. There are also recipes from well known supporters such as Hugh Fernley-Whittingstall, Antony Worrall Thompson, Sir Steve Redgrave, Joanne Harris and George Alagiah. Fairtrade producers from Africa, India and the Caribbean have also sent their favourite family recipes using the ingredients they produce and tell us how supporting fairtrade helps them build stronger communities in their countries.



### **Make Your School Fairtrade Friendly**

This free pack from the Co-operative College will bring alive fair trade in your primary school. The pack is a CD-ROM full of material suitable for different ages and audiences. The pack includes lesson plans suitable for English, Geography, PSHE and Science teaching, along with flexible background material such as poems, songs, recipes and games. All teaching ideas can be downloaded and printed, and there are plenty of 'extras' such as film clips and quizzes. Altogether a fun resource, whether you're looking for assembly ideas or a full term's worth of activities. The only down side is that you can't run the CD on Apple macs. Age 5—11.



**Description of resources taken from the Global Dimension website at [www.globaldimension.org](http://www.globaldimension.org)**