

The T-Shirt Game

You will need...

- Blank A4 paper
- Seven pairs of scissors
- Coloured pencils
- Two t-shirt templates per team (see the t-shirt template on page 5)
- A shopping list per team (see the template on page 6)
- Paper money (see the money template on page 7)
- An explanation sheet for each company (see pages 3 & 4)

Setting Up...

Divide the group into five companies and tell them that during the course of the game, each company has to produce as many high quality t-shirts as possible.

The five companies are...

BAGGERS: A great company which pays five pounds per shirt completed and provides workers with raw materials; paper, scissors, coloured pencils etc. The company has its own health plan, so if anyone is ill they get free medical care. The company has low cost housing and education plans that allow workers a 50% discount.

The group starts the game with ten pounds and all the necessary raw materials.

KREW-L: A poor company which pays two pounds for every three t-shirts completed. Workers have to buy raw materials at one pound per item. There is no health care or housing provision.

The group starts the game with six pounds and two sheets of paper.

BILBOS: A poor company which pays one pound for every t-shirt completed. Workers have to buy raw materials -two sheets of paper for one pound, scissors for two pounds, pencils one pound each. There is no health care or housing provision.

The group starts the game with six pounds and two sheets of paper.

TALKING DONKEY: A good company which pays three pounds per t-shirt provided the quality is good. All raw materials are free and the company has its own health plan, so medicine is also free. Housing and education discounts of 25% are available.

The group starts the game with eight pounds and all the necessary raw materials.

MOANING JONAH: An average company which pays 20 pounds for batches of ten t-shirts. Paper is free but scissors and pencils cost three pounds each. There is a discounted health care scheme in which medicine is 50% of the cost. There is no discounted housing or education.

The group starts the game with nine pounds and adequate paper.

How to play...

- T-shirts are cut from paper using templates – each t-shirt needs a company logo. Only resources provided by you can be used (personal pencils or scissors can not be used to make t-shirts).

- Groups will be paid, by you or a team member as banker, according to company policy and the quality of the t-shirt.
- What the group will not know is that each company will have different standards and that pay and conditions will vary (as outlined previously).
- During the course of the game, player will experience illness and death. You will get to choose which players contract the sickness. One player on each team can become ill every 8 minutes. Whether they die will depend upon whether or not the company allows them time off or has a health policy. Alternatively, they can pay 10 pounds for a dose of medicine.
- After playing for 20 minutes, each group should count their money and then calculate what they can buy from the shopping list given to them at the end of the game:
 - **Clean water:** 15 pounds per group
 - **One meal a day:** 5 pounds per person
 - **Accommodation in a slum:** 15 pounds per group
 - **Good standard of accommodation:** 22 pounds per group
 - **Medicine:** 10 pounds per dose
 - **Education:** 16 pounds per person
 - **Clothing:** 12 pounds per item

(These figures do not represent facts and are compiled for the purpose of this game only.)

Baggers

You start the game with ten pounds and all necessary raw materials.

You are paid five pounds per shirt completed.

Your company provides your raw materials – paper, scissors, coloured pencils, etc. They offer a health plan, so if any one is ill you get free medical care. The company also has low cost housing and education plans that allow workers a 50% discount.

✂

Krew-L

You start the game with six pounds and two sheets of paper.

You are paid two pounds for every three t-shirts completed.

Workers have to buy raw materials at one pound per item. Your company provides no health care or housing.

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Bilbos

You start the game with six pounds and two sheets of paper.

You are paid one pound for every t-shirt completed.

Workers have to buy raw materials – two sheets of paper costs one pound, scissors cost two pounds and pencils cost one pound each. Your company provides no health care or housing.

T SHIRT - COMPANIES

Talking donkey

You start the game with eight pounds and all the necessary raw materials.

You are paid three pounds per t-shirt provided the quality is good.

Your company provides all your raw materials for free. The company has its own health plan so medicine is free. Housing and education discounts of 25% are available.



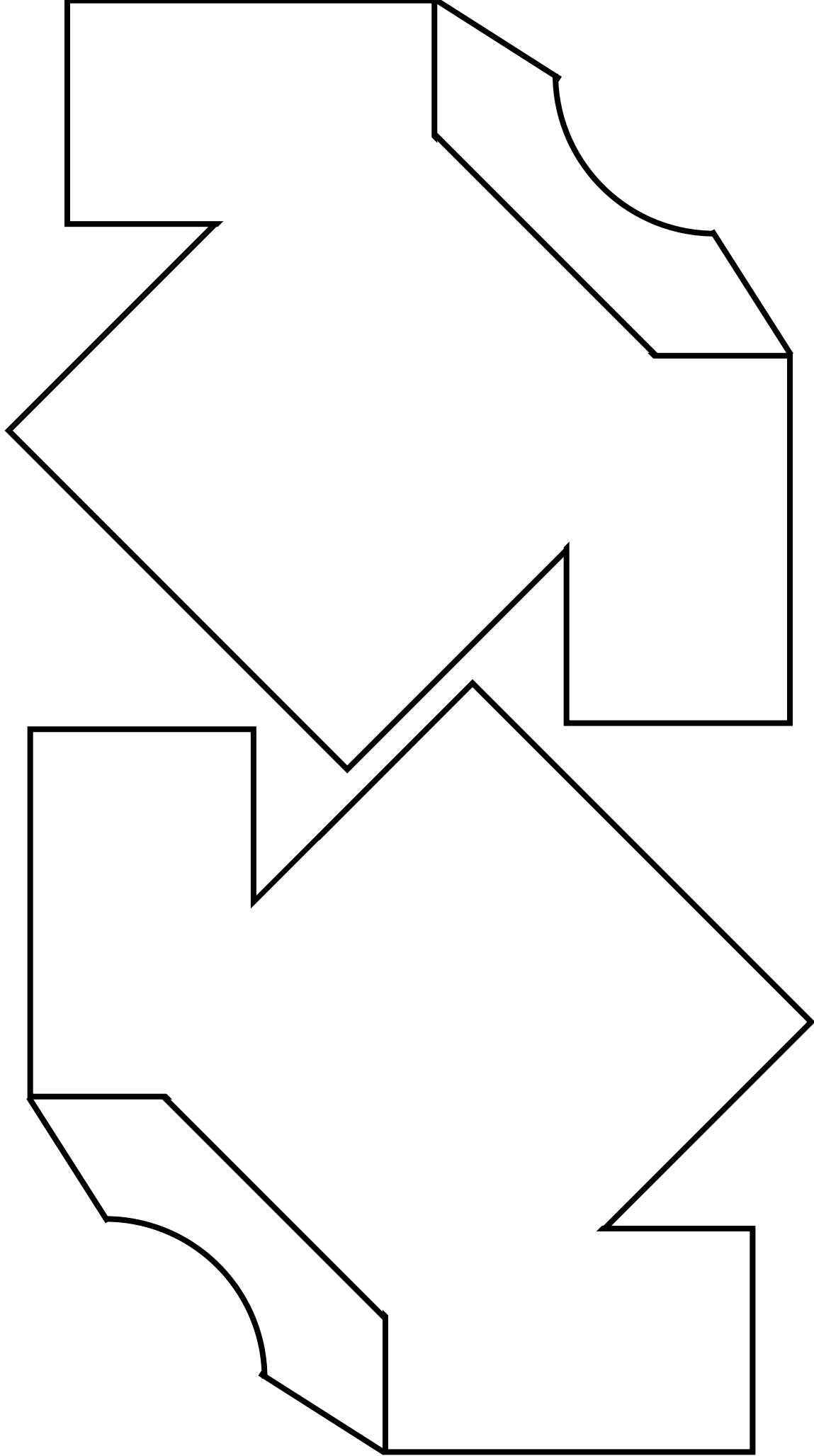
Moaning Jonah

You start the game with nine pounds and adequate paper.

You are paid 20 pounds for every ten t-shirts.

Paper is free but scissors and pencils cost three pounds each. Your company provides a discounted health care scheme in which medicine is 50% of cost, but there is no discounted housing or education.

T SHIRT - TEMPLATES



T SHIRT – THE BILL

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Clean water – 15 pounds
per group

One meal a day per
person – five pounds

Accommodation in a
slum – 15 pounds

Good standard of
accommodation – 22
pounds

Health care – ten pounds
per dose

Education – 16 pounds
per person

Clothing – 12 pounds per
item

.....
.....
✓ In your small groups
calculate what you can
afford

.....
.....
Clean water – 15 pounds
per group

One meal a day per
person – five pounds

Accommodation in a
slum – 15 pounds

Good standard of
accommodation – 22
pounds

Health care – ten pounds
per dose

Education – 16 pounds
per person

Clothing – 12 pounds per
item

.....
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✓ In your small groups
calculate what you can
afford

T SHIRT - MONEY

