**Global Government Simulation Population and GDP per person breakdown**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Wealth Rank | Country | GDP in trillions | Population | GDP per person per year |
| 1 | Canada | 1.432 | 33 390 141 | 42886.91 |
| 1 | United States | 13.840 | 301 139 947 | 45958.70 |
| 3 | Central America (Mexico, Ecuador, Guatemala, El Salvador and Panama) | 1.009 | 148 700 891 | 6785.43 |
| 3 | South America(Brazil, Argentina, Venezuela, Colombia, Chile, Peru) | 2.253 | 371 000 000 | 6072.78 |
| 1 | European Union(Germany, United Kingdom, France, Italy, Greece, Spain, Sweden, Belgium, Poland, Ireland, etc) | 16.620 | 490 426 060 | 33888.90 |
| 2 | Middle East(Saudi Arabia, Iran, United Arab Emirates, Israel, Kuwait, Qatar, Iraq, Syria, Lebanon, Bahrain) | 1.376 | 162 576 000 | 8463.73 |
| 2 | Russia | 1.286 | 141 377 752 | 9096.20 |
| 4 | China | 3.251 | 1 321,851 888 | 2459.43 |
| 1 | Japan | 4.384 | 127 433 494 | 34402.26 |
| 4 | Africa(South Africa, Nigeria, Algeria, Egypt, Angola, Libya, Sudan, Tunisia, Kenya, Yemen, Ivory Coast, Ethiopia, etc) | 1.018 | 922 000 000 | 1104.12 |
| 4 | South Asia(India, South Korea, Indonesia, Thailand, Malaysia, Singapore, Pakistan, Bangladesh, Vietnam, Sri Lanka, etc) | 3.395 | 1 904 928 000 | 1782.22 |
| 1 | Australia | 0.908 | 20 434 176 | 44435.36 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Wealth Rank | 4 | 3 | 2 | 1 |
| Countries | ChinaAfricaSouth Asia | Central AmericaSouth America | RussiaMiddle East | CanadaUnited StatesEuropean UnionJapanAustralia |
| Total Population | 4 148 779 888 | 519 700 891 | 303 953 752 | 952 389 642 |
| Percent of Total | 70% | 9% | 5% | 16% |
| Menu Food Money | $10 | $30 | $50 | $200 |
| Class of 27 students | 21 | 3 | 2 | 4 |

**Global Government Simulation Meal**

Where we are born in this world is random therefore the students will be assigned their country area by random as well. Everyone will pull a piece of paper out of a hat which will have their country wealth ranking on it and that’s the country grouping they belong to for the rest of the simulation. They will all receive a copy of the same menu.

**Rank 3 & 4 countries:**

Sit on the floor as far back from the food and in as small a space as possible. Mark out a small little space with pylon cones or tape. These countries are not allowed to move from their space ever except to leave to get water. They are each given one glass with which to use to fetch their water. They are each given a bowl with no utensils to store and eat their food. To get anything to drink, these people have to walk a long distance to somewhere else where water is available. Before the group gets anything, they have to decide on one person who will be named the president. The president is the person who gets the money and is the only person who can leave the space to go and buy the food, bring it back and distribute it.

**Rank 2 countries:**

These people get to sit on chairs nearer the food but no tables. They need a marked out space as well that they must remain inside of. These countries are not allowed to move from their space ever. Water jugs will be brought to them. They will only get a limited amount of water in a jug for the entire time period. They are each given a glass, a bowl and a spoon. Before the group gets anything, they have to decide on one person who will be named the president. The president is the person who gets the money and is the only person who can leave the space to go and buy the food, bring it back and distribute it.

**Rank 1 countries:**

These people get to sit on chairs around tables right beside the food. They can go where ever they want, whenever they want. They can get up and fill their water jugs anytime they want. They can come to the food table with their money and order whatever they can afford anytime. They are given glasses, plates, bowls, all utensils, etc. They can get a clean utensil whenever they wish.

**Immigration Option**

You can provide a random opportunity whereby anyone from the Rank 2, 3, 4 countries that want to immigrate can either put their names into a hat and draw the name randomly from the hat and that person gets to immigrate to the country of their choice or if you want to make it more realistic, the persons that want to immigrate stand up one at a time and quickly tell the Rank 1 country what they are willing to do for them so that they get picked. Once all the presentations are done, the Rank 1 country people choose the one person who gets to immigrate and join them. Of course, they have to do whatever it is they said they would do. (ie. Keep cleaning the table, etc)

Debriefing Questions

What is your definition of fairness?  How does your sense of fair get triggered in this simulation?

What changes or none should happen in our world?

What roles should the different ranked countries play in making those changes happen or not?

What costs will making changes or not have on the different ranked countries? on our country?

**Global Government Simulation Meal Menu**

|  |  |
| --- | --- |
| **Price of Item** | **Group Serving of:** |
| $5.00 | bread |
| $5.00 | small bowl of jam |
| $5.00 | small bowl of margarine |
| $10.00 | ketchup |
| $10.00 | mustard |
| $15.00 | bologna |
| $20.00 | ham |
| $20.00 | cheese slices |
| $30.00 | potato chips  |
| $30.00 | pop |

You are only allowed to buy one serving of each item for your group in total for the entire simulation.