


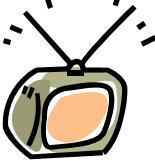





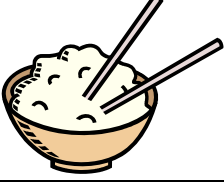











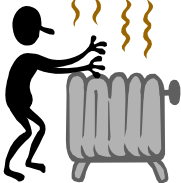

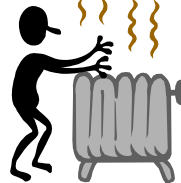
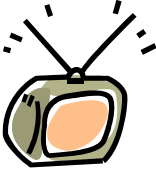

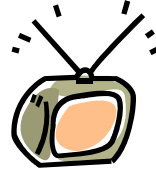



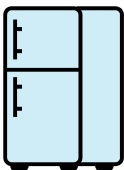

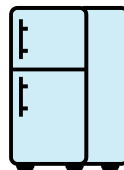














Someone Else's Shoes Activity

Materials: Wants/Needs Cards

Print these pages on recycled paper and cut out all the cards in advance.

Veggies 	Heat 	Rice 
Veggies 	T.V. 	Veggies 
Clean water 	Rice 	Clean water 
Fruit 	Rice 	Fruit 
Meat 	Rice 	Meat 
Fruit 	Rice 	Milk 
Clean water 	Rice 	Small House 
Veggies 	Rice 	Clothes 

<p>Heat</p> 	<p>Rice</p> 	<p>Heat</p> 
<p>T.V.</p> 	<p>Veggies</p> 	<p>T.V.</p> 
<p>Car</p> 	<p>Clean water</p> 	<p>Car</p> 
<p>Refrigerator</p> 	<p>Fruit</p> 	<p>Refrigerator</p> 
<p>Electricity</p> 	<p>Meat</p> 	<p>Electricity</p> 
<p>Video Games</p> 	<p>Milk</p> 	<p>Milk</p> 
 <p>Big House</p>	<p>Small House</p> 	<p>Small House</p> 
<p>CD Player</p> 	<p>Clothes</p> 	<p>Clothes</p> 

Game Instructions

- Divide the class into three groups.
- Put the pieces of paper from the sheets above on the floor throughout the class. There shouldn't be enough for everyone.

Group One represents poor countries that use much less than their share of the things they need. They represent people that have an eco-footprint that is too small to meet their needs.

- They can only take slow baby steps on their tiptoes. (Demonstrate walking behavior.)
- This group should focus on collecting food, water and shelter. It can't afford any of the luxury goods.

Group Two represents countries that are using resources at a safe level that is healthy for the Earth, and fair to everyone.

- They can walk normally. (Demonstrate walking behavior.)
- This group should be able to get a few luxury goods after their basic needs, but basic needs should still be picked up first

Group Three represents countries that are over-using resources and making more waste than the Earth can support.

- They can walk quickly with big giant steps. (Demonstrate walking behavior.)
- This group will get basic needs quickly, and as much as of anything else that they can possible get. Encourage this group to ruthlessly just take resources because they can, this will lead to a good discussion after the activity.
- The goal is to collect pieces of paper or resources/possessions
- None of the students is allowed to talk or run during this exercise.
- Have everyone walk around and collect resources. All students should only walk in the way they are allowed to.

After the game:

Have groups sit together and look over what they could pick up.

How easy is it to get the things you needed/wanted? Could you live this way comfortably for the rest of your life?

Is your ecological footprint fair? [Ask each group this question; discuss responses with class.] Link back to international fairness.

How could the game have been played more fairly?

If the game ends up fairly: *Is this what you would expect in the real world?*