



THE PIZZA GAME

A GAME BASED ON
FAIRNESS

GAME OBJECTIVE:

The aim of this game is to show the unfairness of how we currently share the limited resources of a large planet. The game uses pizza to represent the resources available to each continent.

BEFORE THE GAME:

- Photocopy the pizza slices handout from page 4- there should be enough pizza slices for every student.
- Divide the students into 7 groups. Each group should sit at a different table. Each table should have a different number of students.
- Distribute the pizza slices unevenly. Some tables should have more pizza than students. Some should have less pizza than students.



DURING THE GAME:

- Students cannot share, swap or trade pizza slices with another group.
- Groups have 2 minutes to decide how to share the pizzas as fairly as they can.

AFTER THE GAME:

Ask:

- Does your group have enough for everyone?
- Did everyone get the same amount?
- How do you feel?
- Was this fair? Why / why not?

GAME EXTENSION:

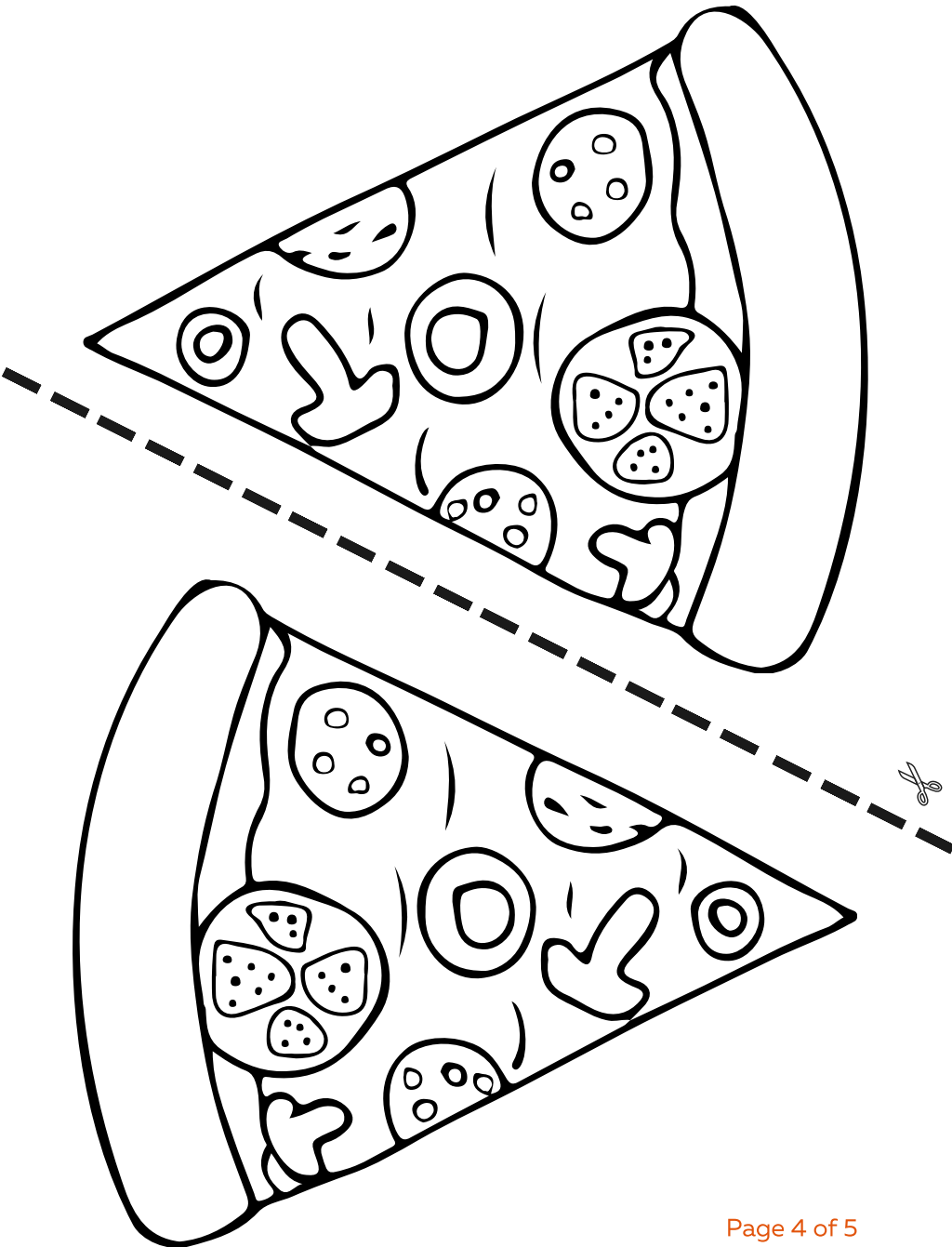
If you want to make a more accurate metaphor, repeat the activity with classroom money.

This time:

- Give some groups less money, and some groups more. This represents wealth inequality between the Global North and the Global South.
- Allow groups to trade money for pizza slices.

PIZZA SLICES HANDOUT

Students can cut out and colour in these pizza slices to prepare.



SEVEN CONTINENTS

This can be projected to show students what their seven groups represent.

North America

Europe

Asia

Africa

South America

Antarctica

Oceania

