Purpose: To highlight the Catholic social teaching principles of the Common Good, Solidarity, Human Dignity and the Preferential Option for the Poor and Vulnerable through interaction and reflection.

Resources needed: 400 coins * 15 profile cards * 15 bags * 204 interaction cards * Debrief questions

Number of participants: The activity is designed for 15 people. However everything can be doubled to make it work for 30 participants. Extra profile cards can be used to make up numbers if needed.

Setting up: If you have time, put each profile card in a small bag with the allocated amount of coins shown on their profile card. Shuffle all the interaction cards and then place them in piles around the room (the number of piles will differ depending on the total participants - but aim for about 7 piles for 15 players.

Timing: 30 - 40 minutes (leave at least 10 minutes for the debrief)

Starting instructions:
‘We are going to play a short game for the next 15 minutes (you may choose to change this duration). Each of you will be given a profile card and will become a certain member in the community. You will have specific instructions that are unique for you. Make sure you read these and understand them.

All of us will start with a certain number of coins. These are the chosen currency but they represent more than just money. They represent our wealth, time, health and love.

The main function of the game involves interactions. You can do this as many times as you like. You will see piles of cards around the room. An interaction can take place when two people are facing each other at both ends of a card pile. To interact, the top card is flipped over and an outcome is given. Follow the instructions on your profile card and the outcome card before moving on. Essentially, each of you will bring something during an interaction and then you will also get to take away something after the interaction. This may be good or bad. Wait and see.

I’ll let you know when we have one minute to play and then we can sit down together and reflect on what we have experienced and learnt.’

Game play:
Players must take a card randomly and then read their instructions.

Then for the chosen game time (e.g. 15 minutes) they move around the room interacting. This involves flipping the top card on a pile when they are opposite another player. Each player will bring a certain number of coins to the trade and the card will clearly state how the coins are divided before the interaction is completed.

Some players will look to help others. Other players will only be interested in gaining as many coins for themselves as possible. A small number of players will be less privileged than others (in terms of movement and starting coins) and may look for assistance. This will ensure an interesting debrief after the game concludes.
Debrief questions:

Who can remember what they started with?
Was this fair?
What did everyone end up with?
Who ended up better off?

*NOTE: If the coins were shared out equally everyone would have about 26 coins each.*

How did people feel during the game?
Why were people happy or frustrated?
Did it remind you of our community?
What does the Common Good look like? *(Focus on human dignity, equality, fairness and equity)*

What does it look like in a school setting?

Would you have changed the way you played after hearing everyone’s thoughts?

Key messages:

We all experience life differently
We all have different situation (some more favourable than others)
We are called to love others and look beyond ourselves
If we see people in need we should be willing to give what we have to help
Society is very unequal in terms of distribution
We are challenged to bring equality for all
Everyone should have their dignity protected

One thing to take away:

If you have time, get participants to write down, or share, the one thing they will take away from the activity.
### Resource cards for this activity can also be found at [www.caritas.org.nz/resources](http://www.caritas.org.nz/resources)

<table>
<thead>
<tr>
<th>Person</th>
<th>Starting coins</th>
<th>Interaction rules</th>
<th>Special rules</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homeless</td>
<td>5</td>
<td>Asks if they can bring less than 5 to the trade &amp; asks if they can keep more than the cards reveal</td>
<td>Cannot move – lying on the ground by one card pile</td>
</tr>
<tr>
<td>Unemployed</td>
<td>5</td>
<td>Can only provide 3 coins at a trade</td>
<td>Tells other people with many coins that they are in need of a job and continually asks</td>
</tr>
<tr>
<td>Child</td>
<td>15</td>
<td>Asks at the end of the trade if they can keep more than what is revealed/ Says if they feel it is unfair</td>
<td>Doesn’t initiate trades but will join if asked</td>
</tr>
<tr>
<td>Hospitalised</td>
<td>20</td>
<td>Not very well so it takes a long time to bring 5 to the trade</td>
<td>Cannot move – lying on ground by one card pile – not very well (coughing)</td>
</tr>
<tr>
<td>Elderly</td>
<td>20</td>
<td>Always brings 6 to a trade – happy to take the extra one back if the other notices</td>
<td>Doesn’t initiate trades but will join if asked</td>
</tr>
<tr>
<td>Carer</td>
<td>20</td>
<td>Always will give a couple of extra coins to people who have less than them</td>
<td>Spends more time interacting with the elderly and the hospitalized</td>
</tr>
<tr>
<td>Humanitarian</td>
<td>30</td>
<td>Always will give a couple of extra coins to people who have less than them</td>
<td>Will ask those with more than them if they are willing to give extra coins to help those with less than them</td>
</tr>
<tr>
<td>Philanthropist</td>
<td>30</td>
<td>Will look to help those with the lowest amount of coins</td>
<td>Any extra coins earned will be given to closest person who seems to have less than 20 coins</td>
</tr>
<tr>
<td>Nurse</td>
<td>20</td>
<td>Normal rules apply</td>
<td>Can give away coins to anyone who has less than them (whenever they want)</td>
</tr>
<tr>
<td>Teacher</td>
<td>20</td>
<td>Normal rules apply</td>
<td>Can give away coins to anyone who has less than them (whenever they want)</td>
</tr>
<tr>
<td>Politician</td>
<td>40</td>
<td>Can choose the next card to flip over if they don’t like the distribution of the coins</td>
<td>Can get more coins if they want from the organiser</td>
</tr>
<tr>
<td>Investor</td>
<td>40</td>
<td>Will favour interacting with others with lots of coins (more than 20)</td>
<td>Will demand another trade with a person they trade with and lose out to</td>
</tr>
<tr>
<td>CEO</td>
<td>60</td>
<td>Can say they are too busy to anyone they don’t want to interact with</td>
<td>Keen to get as many coins as possible</td>
</tr>
<tr>
<td>Thief</td>
<td>15</td>
<td>Can bring 4 coins only to a trade if they want to</td>
<td>Can reverse the distribution outcome of the trade if they want</td>
</tr>
<tr>
<td>Celebrity</td>
<td>50</td>
<td>Talks a lot about themselves during interactions (have special coins)</td>
<td>Keen to get as many people to like them so may give out a few coins here and there to some people</td>
</tr>
</tbody>
</table>

The 15 profile cards are included towards the end of this file and can be printed on 8 pages. These can then be cut in half to be left with the final A5 sized cards.
Interaction cards play an important part in the ‘Mine and Yours’ activity.

There are 204 cards with a mixture of outcomes. They look a bit like dominos in the way that they have two halves that point in opposite directions.

When players interact, an interaction card is flipped over from the top of a pile. The card determines what players take away from the total pool of coins that they have contributed.

Generally 10 coins are brought to an interaction (5 from each player). The interaction card will divide up the 10 coins in different ways and leave some players happy and others rather sad!

**Card breakdown:** Total of 204 cards / 17 sheets of 12 cards to be printed

**Printing:**

To ensure you have the right balance of outcomes, it is recommended that the following sheets are printed:

Note: You will need to print pages back to back as there is a back (logo) and a front (outcome). To ensure it all lines up, print double-sided, flipping sheets on the long edge.

- 5 and 5 x96 Print 8 sheets (of 12)
- 4 and 6 x48 Print 4 sheets (of 12)
- 3 and 7 x12 Print 1 sheet (of 12)
- Decide together x24 Print 2 sheets (of 12)
- 4 and 4 (2 left over for others) x12 Print 1 sheet (of 12)
- 3 and 3 (4 left over for others) x6 ½ sheet (combined with the 2 and 8 outcome)
- 2 and 8 x6 ½ sheet (combined with the 3 and 3 outcome)
Commitment to the Catholic social teaching principle of Common Good means working for the good of all - hei painga mō te katoa. This means respecting the rights and responsibilities of all people.

The Common Good means that the good of all, and the good of each person are equally important. No one should miss out on the opportunity to grow and fulfil their potential. Each and every person deserves to have what they need to survive and to flourish.

It is up to each one of us - governments, communities, and individuals - to promote the common good in all our actions and decisions.

According to the Vatican II document, Gaudium Et Spes, the principle of the Common Good is grounded in

...the sum total of social conditions which allow people, either as groups or individuals, to reach their fulfilment more fully and more easily.
<table>
<thead>
<tr>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
</tbody>
</table>
Mine and yours
Mine and yours
Mine and yours
Mine and yours

Yours and mine
Yours and mine
Yours and mine
Yours and mine

Mine and yours
Mine and yours
Mine and yours
Mine and yours

Yours and mine
Yours and mine
Yours and mine
Yours and mine
<table>
<thead>
<tr>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
<td>Yours</td>
</tr>
</tbody>
</table>
The extra 4 can be given to who you choose
Mine and yours
Mine and yours
Mine and yours
Mine and yours
Yours and mine
Yours and mine
Yours and mine
Yours and mine
Mine and yours
Mine and yours
Mine and yours
Mine and yours
Yours and mine
Yours and mine
Yours and mine
Yours and mine
Mine and yours
Mine and yours
Mine and yours
Mine and yours
Yours and mine
Yours and mine
Yours and mine
Yours and mine
The extra 2 can be given to who you choose
<table>
<thead>
<tr>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
<th>Mine and Yours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
<tr>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
<td>Mine and Yours</td>
</tr>
<tr>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
<td>Yours and Mine</td>
</tr>
</tbody>
</table>
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
Decide together
**Celebrity**

Starting coins: 50 (special)

When interacting: Talk a lot about yourself and give 5 of your special coins.

Also: You are keen to get as many people to like you, so you may give out coins if you wish. Up to you - you’re the celebrity!

---

**Thief**

Starting coins: 15

When interacting: Give 5 of your coins; or if you want, you can just present 4 coins when you feel like it.

Also: You can reverse the distribution outcome of the interaction if you want to, so that you benefit in the end.
CEO

Starting coins:  60

When interacting: Give 5 of your coins. If you want, you can say you are too busy to interact with anyone whenever you wish.

Also: You are keen to get as many coins as you can by the end of the activity.

Investor

Starting coins:  40

When interacting: Give 5 of your coins. You favour interacting with others with lots of coins (more than 20).

Also: If you lose out in an interaction, demand another trade with a person immediately. Try to get as many coins as you can.
Teacher

Starting coins: 20

When interacting: Give 5 of your coins.

Also: You can give away coins to anyone who has less than you (whenever you want).

Politician

Starting coins: 40

When interacting: Give 5 of your coins. You can choose the next card to flip over if you don’t like the distribution of the coins.

Also: If you want to, ask the organiser for more coins if ever you get short.
**Nurse**

Starting coins: 20

When interacting: Give 5 of your coins.

Also: You can give away coins to anyone who has less than you (whenever you want).

**Philanthropist**

Starting coins: 30

When interacting: Give 5 of your coins. If you gain any extra coins then give them to someone with less than 20 coins near you.

Also: You can give away coins to the person most in need whenever you want to and you can do it without needing credit.
Humanitarian

Starting coins: 30

When interacting: Give 5 of your coins. You can give a couple of extra coins to those who have less than you after interacting.

Also: Ask those with more than you if they are willing to give any number of extra coins for you to pass on to those with less.

Carer

Starting coins: 20

When interacting: Give 5 of your coins. You can give a couple of extra coins to those who have less than you after interacting.

Also: You will spend more of your time interacting with those who have less - especially the elderly and the hospitalized.
Elderly

Starting coins: 20

When interacting: Give 6 of your coins. You can take the extra back if the person notices and is happy to let you take it back.

Also: You don’t initiate interactions but can join in if you are asked by another.

Hospitalised

Starting coins: 20

When interacting: Give 5 of your coins. You are not feeling very well so it takes you quite a long time to bring your 5 coins to the trade.

Also: You cannot move. Choose a pile to sit beside. Others will see you lying on the ground and will hear you coughing (if you can).
**Child**

Starting coins: 15

When interacting: Give 5 of your coins. Ask at the end of a trade if you can keep more than what is revealed. Speak up if you feel it is unfair.

Also: You don’t initiate interactions but can join in if you are asked by another.

---

**Unemployed**

Starting coins: 5

When interacting: Give 3 of your coins. Tell people this is all that you can afford.

Also: Find people who seem to have a lot of money and ask them if they have a job for you. Tell them that you are unemployed.
Homeless

Starting coins: 5

When interacting: Ask people that come to interact if you can give less than 5 of your coins. Ask for more at the end of a trade.

Also: You choose not to move. Find a pile and stay behind it. Call out to people and let them know you are hungry and homeless.