**Living Blue: Marine Reserves**
Customary Fishing Rights and Co-governance
Fishing for the Future Simulation Game



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| **Objective:**This is a 2-stage game. The objective is to help students to come to the realisation that with a bit of co-operation, a resource can be made to last indefinitely. It should also illustrate that if you exploit a resource faster than it can recover, the resource will collapse. |
| **Equipment:*** Dice
* 30 fish silhouettes (see separate sheet)
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| **Players:**A total of four – three fishers and tangaroa who looks after the resource |
| **Game 1 The Fishing Race**The winner is the person who ends up with the most fish.**Rules:*** All 30 fish go into a pool looked after by Tangaroa
* Each player throws the dice in turn
* The player ‘catches’ the number of fish shown by the dice
* At the end of each round, Tangaroa tallies the number of fish caught by each play
* If there are fewer fish left than shown on the dice, the player gets all of the remaining fish
* The winner is the person with the most fish
* Tangaroa also keeps a tally of how many ‘rounds’ it took to exhaust the supply of fish.
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| **Game 2 Fishing for the Future**This part of the game is to be partly designed by the students and then played. This is a team game, rather than an individual game.**Objective:*** To work out a system for catching fish where each player has a fair go
* To make the game last longer (more rounds) than the first game

**Basic Rules:*** At the start of the game there are only 6 fish in the pool. Tangaroa retains the other 24
* After each round, Tangaroa feeds another 6 fish into the pool
* If at the end of a round there are not enough fish left in the pool, your fishery has collapsed and the game ends
* Tangaroa tallies up the number of rounds have been played
* The winning team is the team that completed the most rounds

**Student’s Rules:*** Before you start, work out some more rules to add to the ones above so that the game will last as many rounds as possible
* When you have designed the rules, play the game and see how many rounds you last
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| **Class Discussion:** * What are resources?
* What are some examples of resources?
* What is the difference between renewable and non-renewable resources
* Are fisheries resources infinitely renewable?
* What did these games tell you about catching fish?
* Do we have rules for fishing in real life?
* What is the difference between this game and the real world?
* How can we manage fisheries so they continue to be available for future generations?
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