

# The Coffee Chain Game

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This game puts players in the positions of people who are involved in the coffee trade. Who benefits and who loses from trade? Is this fair?

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## Aims

- To help players to think about what is involved in the different parts of the coffee trade
  - To develop their understanding of world trade
  - To encourage them to think about issues of global justice
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## Groupings

This game is designed for five groups of up to six players each (or ten groups of three players each, where the same role card is given to two groups). The groups are **coffee farmers, coffee exporters, shipping companies, roasters, retailers**.

Note that this role play is based on a simplified version of the coffee supply chain. In real life, the chain splits into many different parts and can split in different ways, depending on the origin of the coffee and which roaster buys it. Some farmers dry their own coffee, while some sell the cherries to traders; some roasters own coffee plantations.

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## You will need

- A 100g jar of instant coffee
  - A copy of the grid, **without the figures in the 'Actual proportion' column**, drawn on to a whiteboard or large sheet of paper and displayed so that everyone can see it.
  - One copy of the role-card sheets on pages 12–13
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## Each group will need

- Their role card – a copy for each player.
  - Paper for making notes.
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## What to do

### Introduction

10 mins

1. Divide the players into five groups. Explain that each group will take the part of people who are involved in the process that brings coffee from a bush in Uganda to their breakfast table. Give the role cards out, so that the players in each group all have the same one.

2. Ask the group to read their cards. Give the groups five minutes to think about their role. How do they feel about it? What sort of problems do they think they might face? What strengths do they have as a group?

### Initial discussion

10 mins

3. Now hold up the jar of coffee. Tell the group that this jar costs £2.35 in the supermarket. Ask the groups to discuss how much of the selling price they should get. (This should not be a discussion about how much the players think people *do* get, but rather how much is due to them for the work that they do.)

4. Ask each group to tell you and the other groups how much they think they should get. Encourage them to justify their claim. Record each amount on the chart in the 'Initial proportion' column.