**Social Stratification Board Game**

**Directions**

In a Group of two, you will design and create a board game to be played by students which recreates the challenges of **living near or** **below the poverty line**.

**Activities**

Think of different areas we studied in Sociology that deal with poverty/ stratification/ the class system in America (check your notes). **Your game must not only entertain and be playable, but must also in some way teach about Poverty in the US.**

**Player interaction**

When playing the game are there consequences of certain actions that affect the other players in the game too? For example, will items be traded during the game? Will there be teams? Will people have to answer questions to move around the board? BE CREATIVE!! THINK OUTSIDE THE BOX

**Decision making**

Will the game be dependant on luck (eg roll of the dice as in snakes and ladders) or will it be

dependant on decisions made by the players (ex. assessing the players’ situation before making a decision)?

**Rules**

Every game must have rules set out that define the way the game is played, who wins and any

activities within the game. You should consider different game styles and think of games you like and dislike to help them your group about what makes a good game.

Each team must remember that eventually they need to decide on:

- format (monopoly, risk, snakes and ladders, etc.)

- number of players

- who goes first

- length of game

- objective of game/who wins/ how does one win

- rules of the game

- whether questions will be involved in the game

- equipment you need to use (dice, spinner, coin, game pieces, etc.)

After game is created, groups will exchange their games and instructions and try out each other's creations!

**Terminology:**

Somehow in the game you must incorporate the following items or terms. You could incorporate them in your questions, or during the game somehow you decide on.

Slavery, Caste, Estate, Class, Power, Property, Prestige, Status Inconsistency, Social Mobility, Vertical Mobility, Horizontal Mobility, Inter-Generational Mobility, Intra-Generational Mobility, Functionalist Perspective, Conflict Perspective, Status Symbols, Meritocracy (or myth), Poverty, Education (think savage inequalities) and Women’s relationship with poverty.