**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) |
| **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. |
| **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 |
| **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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