

## Student handout 5.1

### Preparations for the conference on a framework of rules

#### The schedule

Time frame	Agenda	Materials and resources
Lesson 1	Formation of working groups. Each group includes a member from each fishing village.	Handouts 5.1, 5.2.
Lesson 1 Lesson 2	The groups draft a framework of rules. The groups prepare their presentations. The community members adopt the rules of procedure and voting for the conference.	Handouts 5.2, 5.4. Flipcharts and markers.
Lesson 3	<i>Plenary meeting:</i> The groups present their drafts. The members of the community compare and judge the draft frameworks of rules. The community members discuss which framework they should adopt.	Handout 5.3.
Lesson 4 The conference	<i>Conference:</i> The community members give short promotion speeches for the model of their choice. They adopt a framework of rules by majority vote. They sign the original framework document. <i>Reflection</i> The students reflect on their experiences.	Handout 5.4. A4 sheets of white paper, pen, markers.

#### Why should you play a decision-making game?

The method applied in the schedule above is a decision-making game. The reason for choosing this method is the following.

The game works like a model. It depicts important aspects of reality, and shows them clearly by leaving out a lot of other details. All states have some kind of basic framework, a constitution that lays out the rules for making decisions and settling conflicts. Without such a framework, the members of a community would have no support for settling their conflicts, and they would resort to violence.

When you take part in democracy, you exercise the rights that the constitution of your country has given you. The best way to understand how the framework of rules and laws works in your country is to create such a framework yourself. This decision-making game sets you this task.