

# ELCA WORLD HUNGER'S GLOBAL FARM Challenge To-Go



## ABOUT THE GAME

Global Farm Challenge To-Go is an opportunity for youth and adults to experience the challenges smallholder farmers face bringing their crops to market as they aim to produce enough profit for food and savings. Throughout the card game, each participant will follow the story of a smallholder farmer and compete to be the first to fill their field. Along the way, participants will be confronted with obstacles representing real challenges for farmers and will learn how relatively simple interventions can make big changes for farming communities. Trade, strategy, speed and a little luck will help players as they race to finish their fields and raise enough crops to feed their families.

### What Is a Smallholder Farmer?

What makes a farm a “small farm” is more than land area. Smallholder farmers rely on their own and their families’ manual labor, usually have little access to inputs like seeds or fertilizer, and typically grow crops for their own food, with one or two cash crops to sell. They share some of the same challenges, such as limited resources and vulnerability to changes in prices or climate. Smallholder farmers also share some common strengths. Most have the intimate knowledge of the land that comes from farming. Many have significant relationships within their communities, and for most, small investments can make a huge difference in their productivity.

### What Is a Community Leader?

Community leaders are vital for creating a just world where all are fed. ELCA World Hunger does its work through a practice and approach called accompaniment. This means “walking together in a solidarity that practices interdependence and mutuality.” To accompany a community or an individual means more than just providing services. It involves building a relationship between neighbors, learning from each other and listening to each other. Accompaniment also means looking for the gifts that every community has to support God’s work in the world, rather than focusing just on their needs or challenges. Community leaders are vital for helping build relationships and identifying community needs, gifts and challenges.

In ELCA World Hunger’s accompaniment of farming communities, this means working with farmers and community leaders to recognize both the challenges many farmers face and the wisdom, creativity and other assets they have to offer. Trusting that God is at work in every community, accompaniment means doing “mission with” rather than “mission for” or “mission to” our neighbors.

# INSTRUCTIONS

## Materials

- Chance cards
- Rock/Soil cards
- Supply cards
- Seedling cards (one side single, one side double)
- For playing in a car, it’s helpful to have:
  - A small box (like a shoebox)
  - One 9-card plastic keeper sheet per player
  - Rubber bands or clips

**Number of Players: 2-6** (more players can be grouped into teams)

**Age Range: 8 and up**

## Setup

To play the game on a tabletop, you will need to gather and sort the game cards. To play this game in the car you will need the game cards and one clear plastic card-keeper sheet that can hold 9 cards in sleeves per player. A small box, like a shoebox, and rubber bands or clips can also be helpful in keeping cards organized in the car.

**Choose one player to be the community leader** – in charge of the cards and keeping track of the rules.

Before you begin, share the information in the “About” section with players. Invite them to think about their experiences as they play. What challenges did they face? What opportunities did they experience?

**To start, sort the game cards into 5 piles — Crop cards, Soil/Rock cards, Chance cards, Seedling cards and Supply cards.** Have each player or team select their crop and read the description to the group. They keep this card.

Deal each player 6 Rock/Soil cards. If playing on a tabletop, these will go in 6 separate piles, rock-side up. (In a car, place these in the sleeves of the plastic card sheet.) Shuffle the Supply cards, and deal 4 to each player.

Once initial cards have been dealt, the community leader shuffles the remaining Supply cards with the Chance cards to create the draw pile. Unused Crop cards can be put away. The community leader is now in charge of 3 card piles – the draw pile, Soil/Rock cards and Seedling cards.

The goal of the game is to be the first player to fill your field with seedlings. A full field has 9 cards set up in a 3-by-3-inch square. Seedlings are gathered by following the actions on Chance cards and using Supply cards to upgrade – from rocks to soil to seedling (and to double seedlings!).

Have each player roll a die, using a dice app or digital assistant on a smartphone. The person with the highest score goes first, and play continues counterclockwise.

## Gameplay

On each turn, a player draws a card from the card deck.

• **If a player draws a Supply card,** they can:

- play that Supply card;
- add the Supply card to their hand and play another card in their hand;

**OR**

- give the Supply card to a member of their trade alliance. See the card section for rules on trade alliances.
- **If a player draws a Chance card,** they must follow the directions on the card. Unless they lose a turn, they can also take another action, such as using a Supply card from their hand or upgrading their current field.

As the discard pile grows, shuffle the cards back into the draw deck.

Continue taking turns until one player is the first to fill their field with 9 seedlings. These can all be single seedlings, or the player can wait until they have upgraded some to double seedlings to increase their odds of having enough at the end of the game. After the player has told the other players that their field is full and ready for market, all other players have one more turn to convert the soil in their field to seedlings. After everyone has completed their last turn, it is time to move on to the market and see if players were able to provide for their family. Rules about counting seedlings and determining a farm’s success can be found in the “Market” section.

## Trading and Upgrading

Soil cards start as Rock cards. Before planting crops, soil has to be cleared and tilled, so players will need to discard a tool Supply card to flip a Rock card to Soil.

Once a card is flipped to Soil, players will need to give one Soil card and one water Supply card OR one manure Supply card to the community leader to gain a single seedling.

Seedling cards can be combined with one water card and either one training Supply card OR one manure card to upgrade to double seedlings.



### Supply Cards

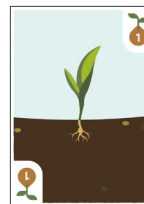
**Tools:** Converts a Rock card to Soil. Can be shared between players in a trade alliance.

**Water:** Converts a Soil card to a Seedling card; upgrades a single seedling to a double seedling when combined with a manure or a training card.

**Cow:** Can be purchased for 3 seedlings by a player who draws it; return to the deck if the player does not purchase it; worth 4 seedlings at the end of the game; can be shared between players in a trade alliance.

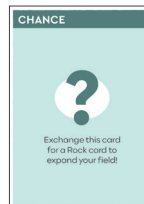
**Manure:** Upgrades single seedling to double; can be used in place of a water card; can only be used by a player who owns a cow card (or whose trade alliance partner owns a cow); can be shared between players in a trade alliance.

**Training:** Can be combined with a water card to upgrade a single seedling to a double seedling; can be combined with a tools card to flip two Rock cards to Soil; can be shared between players in the trade alliance.



### Seedling Cards

Seedling cards have two sides: single seedling and double seedling. When a player first trades in the necessary cards for a Seedling card, they get a single seedling. Players can upgrade a seedling using the necessary Supply cards for more trading rules.



### Chance Cards

There are a lot of factors, good and bad, that farmers can’t control. If a player draws a Chance card on their turn, the player should follow the directions on the card. After the player has completed the action on the Chance card, the player is allowed to take one more action.

**Trade alliance** Chance cards allow players to team up with a partner to share some supplies. Trade alliance partners can share some advantages – but they also must face challenges from Chance cards together! Trade alliance cards are worth 4 seedlings for each player at the end of the game.

## Market

At the end of the game, players take their crops to market. At the market, players will count their seedlings to see how well they did! Count your seedlings, including any that are indicated on Supply cards.

**Here are the possible outcomes:**

**12 or more seedlings** – Your farm raised more than enough crops to feed your family and to sell at market. You will have enough food this year and some savings to start next season!

**9-11 seedlings** – Your farm raised enough to feed your family today, but there wasn't enough for selling or for storing. You hope that you and your family can make it to next season, but you aren't sure, and you don't have extra money to make the improvements you planned.

**8 seedlings or fewer** – This was a hard season, and you barely raised enough crops for your family to eat. You aren't sure if you will make it until next season. You may need to consider leaving the farm and finding work elsewhere.

## DEBRIEF

### Background

The Global Farm Challenge To-Go offers a small glimpse into the challenges and opportunities faced by farmers and farming communities around the world. The very people who grow food for themselves and others themselves face higher rates of hunger. But they are also the people through whom God can make a huge difference. Their intimate knowledge of the land, crops and livestock can help us all learn more about the gifts we rely on for health and well-being. Investments in their work can have a big impact on hunger throughout farming communities and around the world. Providing access to tools, clean water, natural fertilizers such as manure, training and so on can make the difference for a whole community between going hungry and having more than enough.

Each of the stories and situations in this game are drawn from real projects supported by your gifts to ELCA World Hunger.

### CROP



CHINESE CABBAGE

**The Chinese cabbage** profile comes from a real project supported by ELCA World Hunger in Tanzania. In that project, Tanganyika Christian Refugee Service and the Evangelical Lutheran Church in Tanzania facilitated training in agriculture for 400 community members, the majority of whom were women, who often face unique

challenges related to land rights, loans and access to farming inputs, such as seeds and fertilizer.

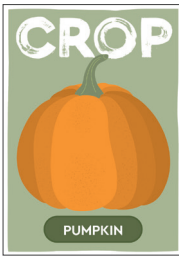
### CROP



EGGPLANT

**The eggplant story** comes from Des Moines, Iowa, where Lutheran Services in Iowa (LSI) provides an array of services, including the Global Greens program, which is supported by ELCA World Hunger. This program provides opportunities for refugee and immigrant families to raise their own produce and sell it through the Global Greens Farmers Market,

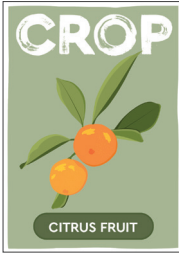
LSI's Community Supported Agriculture program and the Iowa Food Cooperative. This provides refugees a place of welcome and an opportunity to build their own business – two essential elements to their success in a new home.



PUMPKIN

**The pumpkin story** comes from Cambodia, where Life With Dignity, a partner of ELCA World Hunger, provides holistic support of rural communities. The agriculture project on which this story is based involves small farmers working to increase their income to better provide for their families. The program also trains farmers

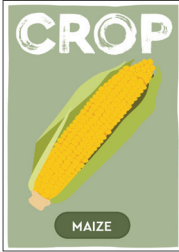
in climate-resilient farming techniques that are more sustainable and require less water.



CITRUS FRUIT

**The citrus fruit story** is based on the many stories of migrant farmworkers in the United States, who are often vulnerable to illness, injury and exploitation as they work to support their families. ELCA World Hunger, through support to ELCA advocacy, partners with National Farm Worker Ministry, which supports farm

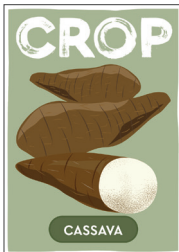
workers as they organize for justice and power.



MAIZE

**The maize story** comes from Malawi. Through a long-standing relationship with the Evangelical Lutheran Development Service (ELDS) in Malawi, ELCA World Hunger supports smallholder farmers as they strengthen their communities' resilience to unexpected shocks, such as climate change, through training and support. Farmers

in the community have seen an increase in their livelihoods that has allowed them to invest money in other necessities, such as improved housing.



CASSAVA

**The cassava story** comes from the same project as the maize story. This ELDS project in Malawi accompanies women farmers, who often face unjust disparities and unequal protection of their rights. In this story, the farmers received casava cuttings and training in casava-raising to help them expand their farms and earn higher incomes. The program also helped the farmers expand their work to sell surplus crops at market.

For brief dives into each of these stories, check out ELCA World Hunger's "Global Farm Challenge: More Than Food" podcast. A short episode on each story can be found here: [blogs.elca.org/worldhunger/gfcpod](https://blogs.elca.org/worldhunger/gfcpod).



GLOBAL FARM CHALLENGE:  
MORE THAN FOOD  
PODCAST

## Discussion Questions

- 1 What was your experience like? What helped you along the way? What challenges did you face?
- 2 What interventions were most helpful in getting through the challenges?
- 3 If you were farming your crop in real life, how might you deal with some of the challenges you faced?
- 4 What do you think it feels like to experience vulnerability to things you can't control, such as the climate?
- 5 How might public policies and laws help or hurt your chances of raising a successful harvest?
- 6 In this game, you were not able to choose your supplies, training or other interventions. In real projects, ELCA World Hunger, companion churches and partners listen closely to the needs and ideas of people in local communities. Farmers, community members and neighbors are invited to be part of the design of the project and the decision-making process. How would it have impacted the success of your farm if you were able to choose your supplies and positive interventions? Why might accompaniment – walking together and listening closely to one another – be so important in making effective change?
- 7 How can we be part of this work through the Global Farm Challenge? In what area would we like to make a difference?

### Fundraising

The Global Farm Challenge To-Go is part of ELCA World Hunger's Global Farm Challenge, a campaign to encourage gifts to support the kinds of projects encountered in the game. Your gifts make it possible for the ELCA to join with neighbors around the world to support sustainable, effective solutions to hunger. The ELCA Good Gifts catalog, available at [ELCA.org/GoodGifts](https://ELCA.org/GoodGifts), has items you can use to set a goal for your group. Money donated for agriculture-related gifts given through the ELCA Good Gifts catalog will be used to support farmers around the world.

Visit [ELCA.org/globalfarmchallenge](https://ELCA.org/globalfarmchallenge) to learn more.