



FOOD SUPPLY PLAN

MONTH	1	2	3	4	5	6
RICE	■	■	■	■	■	■
BEANS	■	■	■	■	■	■
OIL	■	■	■	■	■	■

TOTAL COST: \$36.0M

TIME: 1:39

SHEYLAN

Food Force



OIL: VEGETABLE OIL - NOT TO FRY WITH
IT'S AN IMPORTANT SOURCE OF FATTY ACIDS.

TOTAL: 19c

ENERGY PAC:
INSUFFICIENT

- RICE: 1.2 CUPS
- OIL: 0.4 TABLESPOONS
- BEANS: 1.0 CUPS
- SUGAR: 0.0 CUBES
- SALT: 0.0 TEASPOONS

WORLD FOOD PROGRAM EMERGENCY ENERGY PAC TIME 1:46

Food Force



PeaceMaker



PeaceMaker



ZOOM OUT

GIVE A SPEECH TO THE PALESTINIAN PEOPLE

What do you want to speak about?

- > Pro Law and Order
- > Pro Reconstruction
- > Anti Violent Resistance
- > Pro Violent Resistance

Speech to the Palestinian Council:
"I strongly believe that we can make Gaza an oasis of stability..."

? ADVISOR X CLOSE

Palestinian President 01 20,2007

NATIONAL APPROVAL -32/100 WORLD APPROVAL 11/100

GROUPS AND LEADERS

POLLS

PeaceMaker



FREE
Rice

HOME SUBJECTS FAQ TOTALS OPTIONS PRESS CONTACT ABOUT

For each answer you get right, we donate 20 grains of rice through the UN World Food Program to help end hunger

English Vocabulary Change Subjects ▶

deluxe means: 🔊

fashionable
bald
relevant
high quality

136,060,620 grains of rice donated yesterday.
Over 49 billion grains donated to date (see [totals](#)).

How to Play

- Click on the right answer in the middle of this page.
- If you get it right, you get a harder question. If you get it wrong, you get an easier question.
- For each answer you get right, we donate 20 grains of rice to the [United Nations World Food Program](#).

WARNING: This game may make you smarter. It may improve your speaking, writing, thinking, grades, job performance... ([more](#))

1 right = 20 grains
5 right = 100 grains
Play and feed hungry people

Give More Rice

Watch Free Rice Being Distributed
VIDEO REPORT

In partnership with

Berkman Center for Internet & Society at Harvard University

United Nations World Food Programme

Free Rice



Darfur Is Dying



Darfur Is Dying



12 structures to rebuild.

The camp has been attacked by a Janjaweed militia. They have taken your food and water as well as destroyed homes and impacted the overall health of the camp. You must bring these levels back up in order to help your community survive.

You can also raise camp health by taking action now.

SUDAN [TAKE ACTION] GO
HELP STOP THE CRISIS IN SUDAN

CONTINUE

SUDAN [TAKE ACTION] GO
HELP STOP THE CRISIS IN SUDAN

HELP FORAGE FOR WATER

Threat Meter

Camp Health

Day Number 1

Water Supply

Food Supply

Poni Age 13

by InterFUEL

Darfur Is Dying

A graphic advertisement for 'Budget Hero' on a tan background. At the top left is a small red 'no' symbol. In the center is a large, jagged-edged yellow seal with the words 'BUDGET HERO' in bold black letters. Below the text is an illustration of an eagle with its wings spread, perched on a green one-dollar bill. Below the seal, the text '\$3.3 TRILLION' is written in bold black letters. To the left of this text is a red stamp that says 'CONFIDENTIAL' and to the right is a red stamp that says 'TOP SECRET'. Below these stamps is a quote: "IF YOU EVER WANTED TO CONTROL WHERE YOUR TAX DOLLARS GO, HERE'S YOUR CHANCE TO DECIDE." At the bottom left is a white button with the text 'GET BRIEFED' and at the bottom right is a white button with the text 'SKIP BRIEFING'.

BUDGET HERO

\$3.3 TRILLION

CONFIDENTIAL

TOP SECRET

"IF YOU EVER WANTED TO CONTROL WHERE YOUR TAX DOLLARS GO, HERE'S YOUR CHANCE TO DECIDE."

GET BRIEFED

SKIP BRIEFING

Budget Hero



The screenshot shows the Budget Hero game interface. At the top, five "Science & Nature" policy cards are displayed with their respective costs and effects:

- Card 1: "Fund research on clean energy" (+\$150 B)
- Card 2: "Increase funding for cleaner coal" (+\$20 B)
- Card 3: "Ground the space program" (-\$176 B)
- Card 4: "Increase NASA funds by 50 percent" (+\$98 B)
- Card 5: "Double for we scienc" (+\$4 B)

The cityscape below features various buildings and icons: a pink piggy bank on a house, a hammer and wrench on a building, a sign for "MISC" with a shopping cart, a stack of purple IOU's, and a yellow sign that says "CLICK FOR TAXES".

At the bottom, a timeline shows the years 2009, 2018 (highlighted), and 2028. Below the timeline are three gauges:

- DEFICIT/SURPLUS**: A gauge ranging from -6008 to +6008 \$B, with a needle pointing to 2008.
- SIZE OF GOVERNMENT**: A gauge ranging from 16% (SMALL) to 24% (BIG) OF GDP, with a needle pointing to 2008.
- BUDGET BUST**: A gauge showing a "2031" budget bust.
- DEBT**: A gauge ranging from 20% to 40% OF GDP, with a needle pointing to 2008.

On the right side, there is a "PLAYED CARDS" section and a red button that says "SEE HOW YOUR BUDGET STACKS UP!".

Budget Hero



PLAYED CARDS

- Science & Nature**
Increase NASA funds by 50
- Infrastructure**
Increase mass transit funding
- Health Care**
Offer gov't health plan to all
+\$650 B

YOUR BADGES

DEFICIT/SURPLUS
-600B \$B +600B

SIZE OF GOVERNMENT
16% 2008 24%

BUDGET BUST
2030

DEBT
20% 40%

CLICK FOR TAXES

I.O.U.

Infrastructure
Reduce federal aid for highways
-\$108 B

Infrastructure
Decrease funding for mass transit
-\$16 B

Infrastructure
Provide relief for states
+\$50 B

Infrastructure
Fund bus rapid transit
+\$16 B

Infrastructure
Increase aviation security
-\$16 B

2009 **2018** **2028**

Budget Hero



Ayiti - The Cost of Life



Ayiti - The Cost of Life



Ayiti - The Cost of Life



Ayiti - The Cost of Life



Ayiti - The Cost of Life







Our Courts

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Under Construction: Our Courts

Coming soon on this website... an interactive, problem-based civics learning environment.



Teachers, professors and technology experts are designing an interactive online civics curriculum that will be free of cost to all users. Until it is ready for use, these links will give you a head-start in learning about our nation's judiciary and the Our Courts project.

Our Courts





LET THE GAMES BEGIN

A Toolkit for Making Social Issue Games



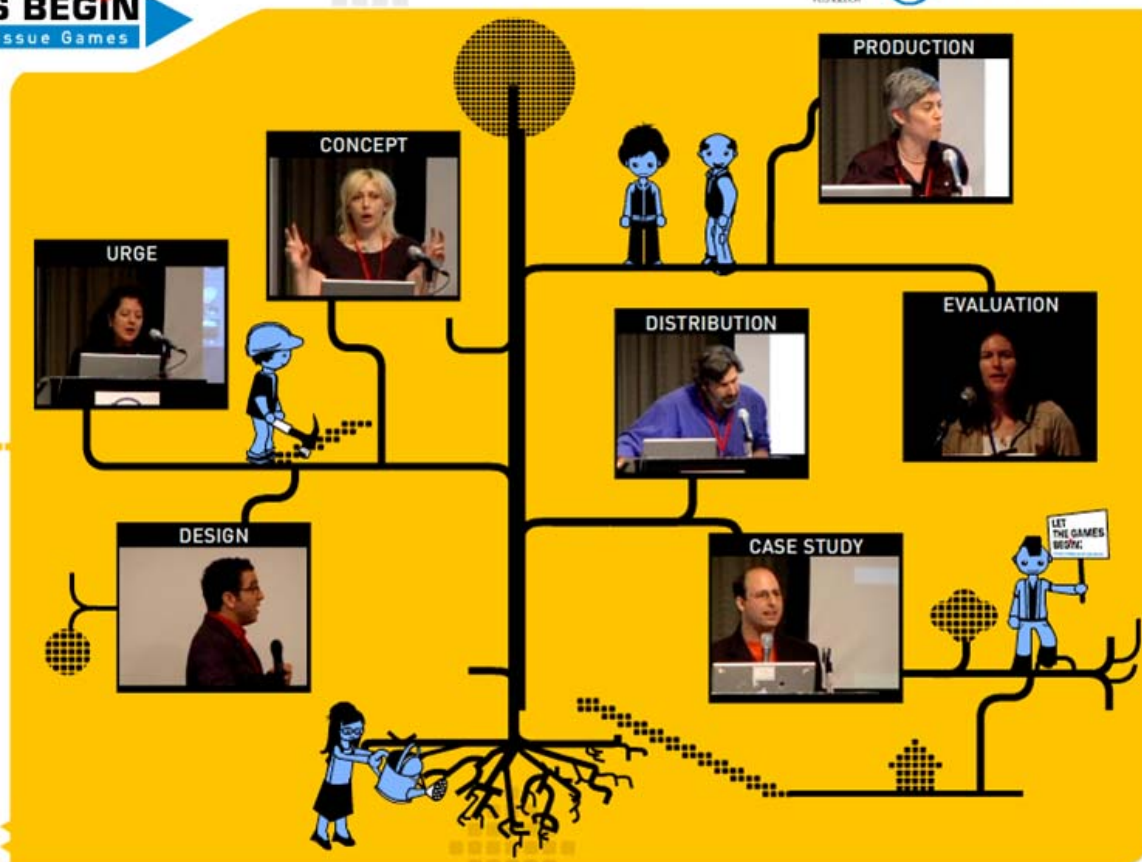
GAMES FOR CHANGE

This toolkit is designed as an introduction for organizations that want to use digital games to further their social-issue driven mission and outreach. Each section contains video highlights from the Games for Change workshop on making social issue games, a written overview, game examples, and useful links to other resources.

Choose any topic at right. To follow the recommended arc of the experience, view:

- Urge
- Concept
- Design
- Production
- Distribution
- Evaluation
- Case Study

[Download Glossary About This Project](#)



Games for Change - Toolkit

Thank You!



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