



SASSI Fishing Game

This game is useful in showing the underlying structure of the SASSI programme and how all areas are considered when making seafood sustainable.

You should have the following groups:

1. Fishermen – who will catch and sell fish to the restaurants
2. Restaurant (each group will be one restaurant) – they will buy fish from the fishermen and mark up to sell to the customers that will come and eat in their restaurant.
3. Inspectors – will check the catches that the restaurants have purchased from the fishermen and fine them for having any no sale species on the red list. They will also confiscate the no sale species. Once sales are open they will go and give an incentive bonus for any green fish on sale.
4. Customers – will buy fish at the restaurants, but they will only buy the green fish.

How to play:

1. You will need to divide your players into groups. For example, if you have 40 players you can make 4 groups. Each group will be a restaurant and they will need to choose a name. They will have start-up money of \$2000 to purchase fish from the fishermen. They may not buy a fish for less than \$50.
2. The participants in each group will need to choose an Inspector, a Fisherman and a Customer. They will stand to one side with their counterparts from each group. You will need to give them the following instructions quietly so that the restaurants do not hear.

Fishermen: They will have a limited time to catch as many fish as they can to try and sell to the restaurant. They can negotiate a price for their fish, but must receive a minimum of \$50 per fish.

Inspector: 1) He or she will need to go to each restaurant once buying has taken place and then fine the restaurant for any red no-sale species. Each fish will be fined at \$100 and then confiscated.
2) Once the remaining fish are on sale the inspector will go to the restaurant and give them a \$50 incentive for each green species that is on sale. The inspectors will have \$1000 to start with.

Customer: Once the fish have gone on sale they will go to the restaurants to buy fish. However they may only buy green species and can also refuse to buy fish if the price is too expensive. They will receive \$4000 to buy fish with.

LET THE GAME BEGIN:

Fishermen will be given time to catch fish from the pond. As the co-ordinator you will need to watch the number of fish caught and limit it to around 20 fish per group. For example, once you see a group approaching having caught 20 fish you call time and they all have to stop.

- The fishermen have been paid and need to keep a record of how much they received.
- Hand out a SASSI poster to each group and ask them to sort their fish into red, orange and green categories.
- The restaurant is visited by the inspector who fines them and confiscates any red fish. The restaurant needs to note down how much they paid in fines.
- The restaurant then marks up the remaining fish and opens for business to sell to the customers.
- The inspectors make another visit and reward the restaurant for any green species that are on sale. The restaurant again needs to note down the amount of bonus they receive.
- Customers will then visit the restaurants and offer to purchase fish. They are entitled to choose the fish they want and decline to purchase if they feel the price is too high. The restaurants are again to note down how many sales they made and what their profit was.
- Once all sales have been completed, everyone returns to their groups and the following table is completed on a board with everyone's information for the whole group to see.

Restaurant	Start-up \$	\$ Paid to fishermen	\$ for fines	\$ for bonuses	\$ for sales	TOTAL
		<i>minus</i>	<i>minus</i>	<i>add</i>	<i>add</i>	<i>Profit</i>
x	\$2000					
y	\$2000					
z	\$2000					
0	\$2000					

The winning group will be the one with the most profit. This will allow for discussion around the purchase and sale of fish, how many fish the fishermen caught for each group and what kinds of species they were. The fact that the consumers would only buy green fish meant that the restaurant lost money for fish they had paid for but could not sell. Discuss the SASSI programme and reasoning in detail.

Resources needed for this game:

1. One kid's swimming pool, with a range of fish cut outs from the SASSI red, orange and green categories, each with a paper clip attached.
2. A fishing rod per group with a magnet attached for each group's fisherman to catch fish
3. SASSI poster for each group to sort their fish and for the inspector to identify fish
4. \$ Notes counted out as detailed above for each participant.
5. Sheet of paper and koki for each restaurant to record information
6. A board to display each table so that all groups can see the results
7. Fishermen need paper and pens to record information
8. Time dependent on the groups' knowledge
9. A small reward for the winning group



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