

## **Cricket World Cup Slavery game**

### **The Game**

This simulation game explores slavery and its abolition. It is intended to tie in with the 1807-2007 bicentennial of the abolition of slavery. It is also aimed at teaching that slavery was not just abolished by white people and that the commemoration should focus more on the African people who suffered enslavement and who fought against it from its first appearance.

It uses the rules of cricket (particularly the fast-paced 20-20 game) and the object of the game is for one team to 'bowl out slavery' faster than their opponents do.

### **Learning outcomes**

- Slavery was a great evil
- How it worked
- It was much more than just white emancipators who brought about its abolition
- Its legacy today in racist attitudes and neo-colonial economic and political policies
- It still exists in the form of trafficking, child labour
- What we can do to stop its legacy

The debrief should include:

1. What have you learnt about slavery?
2. What do you feel about your race's role in slavery?
3. What have you learnt about the other team members?

### **The Cricket World Cup**

The 2007 Cricket World Cup in West Indies gives us a great opportunity to link a current world event with a key issues.

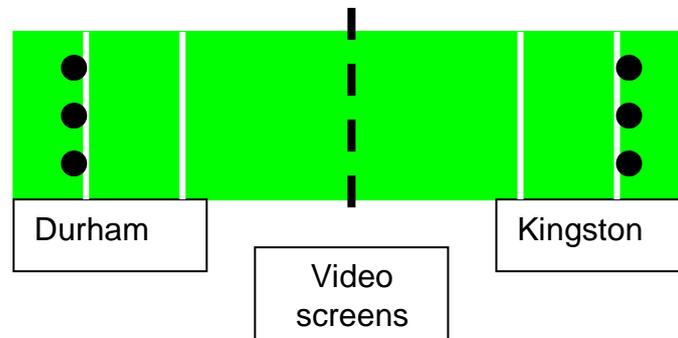
The idea is to have a video conferencing day, with a group of schoolchildren in Durham playing the cricket simulation game against a group of children from Jamaica.

The conferencing idea allows for interaction between children from diverse backgrounds and cultures, drawn together by cricket.

We are hoping to have Durham's west Indian cricketer, Gareth Breese, involved, and it is possible he will attend the day, either in Durham or in Kingston.

### Setting up the game

Each team has two dice – ideally of different colours – one is the runs die and the other is the Howzat die. Each team has a table with half a cricket pitch on it, placed longways against a wall. The video conferencing screen is on the wall. At the other end of the table (the room side) is a wicket. The table is covered with green baize (eg upside down subbuteo pitch), and the dice are rolled on the pitch. (see diagram 1)



### The Rules

It's 20 Overs<sup>1</sup> a side, and there are two batsmen in at any time. 20 children per team, so each one gets to 'bowl' six times. The batsmen in the other team bat in twos, so player 1 receives 6 balls, then player two does etc. It is possible to have figures to represent the players, so that the game is visual.

- 1 – 1 run
- 2 – 2 runs
- 3 – Howzat
- 4 – four runs
- 5 – Howzat
- 6 – 6 runs

#### Howzat

- 1 – bowled
- 2 – caught
- 3 – not out
- 4 – stumped
- 5 – no ball
- 6 – run out

The object is to bowl out the other team in fewer runs/years than they bowl you out. So each side has 20 overs to score as many runs as they can, when batting and get as many wickets (up to 10) as they can when bowling.

A coin is tossed to start the game and the side that wins the toss decides whether to bat or bowl first.

The first bowling team rolls a 1d6 die. and scores are totted up as above. If it's 1,2, 4, or 6, the batting team scores that many runs. If it's 3 or 5 (ie Howzat!) there's an

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<sup>1</sup> An over is six balls

appeal and the bowling team rolls the die a second time to see if the batsman is out. If it's 3 or 5, the batsman is not out. If it's 5, the batsman is not out and the batting team gets an extra run, and the bowling team bowls an extra 'ball'.

If it's 1, 2, 4, or 6, the batsman is out and the bowling team has broken one of the links in the chain of slavery. The bowling team reads out a statement about slavery that shows the step taken towards its abolition.

Then the game continues.

The bowling team has 20 overs (an over = 6 balls) to 'bowl out slavery'. After 20 overs the teams swap over and the new bowling team has 20 overs to beat the first team's score. They win if they get more batsmen out/break the links of the chain. If both teams dismiss the same number of batsmen, the winning team is the one that did it in the fewest 'years' – ie that restricted the batting team to fewer runs.

It's likely that the bowling team will not get all the batsmen out in 20 overs. So it would be worth making the first 6 or 7 wickets the stages that get us to the present day, and 8 to 10 the stages that still need to be completed.

### **Stages in breaking the chain**

1. Uprisings of individual slaves or groups over the years
2. 1791 – Slaves revolt in Haiti
3. 1807 – Wilberforce bill in UK
4. 1826-1847 – Establishment of Liberia – other slave acts in US
5. 1888 – US Civil War
6. 1948 – Dec 10. general Assembly of the United Nations adopts Universal Declaration of Human Rights. Article 4: *“No one shall be held in slavery or servitude; slavery and the slave trade shall be prohibited in all their forms.”*
7. 1960s – Civil rights in US and elsewhere
8. Economic slavery of Third World – aid and debt
9. Trafficking of sex slaves from E Europe, Africa
10. Child labour