



## Minoria/Majoria: A Role-playing Game to Explore Sharing

### Introduction

Join Right Sharing of World Resources for a role-playing game **of around two hours** that explores working with others from different cultures and invites us to consider how it feels to give and receive. This game encourages participants to use their imaginations and to think deeply about our individual and collective impacts on the larger world.

### Objective/Goals

- Understanding what it's like to be "helped" when it is not welcome
- Why it's important to involve those who want help in getting their needs met
- Why it is important to support others, even across great differences and distances
- Understanding added complexity of giving and receiving help across cultural lines

\* Adapted from [Michigan State University Extension Workshop](#), which was adapted from "Aid to Minorians," by Robert Kohls, Tad Edlich, Margo Kiely and Bill Hoffman, in Intercultural Sourcebook: Cross-Cultural Training Methodologies, by D.S. Hoopes and P. Ventura, editors. Intercultural Press Inc., P.O. Box 700, Yarmouth, Maine, 04096, phone 207-846-5181, Internet <http://www.interculturalpress.com>, email [books@interculturalpress.com](mailto:books@interculturalpress.com), 1979.

### Materials Needed

- Copies of Handouts for Each Country
- Newsprint
- Markers
- Painter's Tape
- Armbands or stickers (or some other way to signify people are in two different groups)
- Paper and pens

### Outline

Introduction and Division into Countries - 20 minutes

#### Introduce facilitator(s) and RSWR

Right Sharing of World Resources (RSWR) was founded by Quakers in 1967 to address wealth disparities within the Society of Friends and across the world. From the beginning, we have recognized that economic justice and



spiritual growth are deeply connected. Our work continues to respond to this calling—transforming unjust systems through shared reflection, wealth transfer, and mutual care. In Guatemala, India, Kenya, and Sierra Leone, RSWR partners with women’s groups that build personal savings and small businesses. These local enterprises—farms, shops, prepared food, and services—support families, expand opportunity, and strengthen community decision-making. RSWR also creates space like this one to explore the spiritual dimensions of money, simplicity, and consumption. Through experiential workshops, curricula, and events, participants consider how abundance, scarcity, and generosity are connected. Together, we are learning what it means to live in right relationship with one another and the earth—working toward a world where all have enough and no one has too much.

Explain to the group that they’re going to participate in a game called “Minoria/Majoria.” The game centers around helping people from other countries.

Divide the group in two. Half the group will be Majorians from the “country” of Majoria and half will be Minorians from the “country” of Minoria. Ask if one or two people want to be “observers” who will watch the interactions and take notes (supply paper and pens to them as needed). Give armbands, apply stickers, or signify in another way that they are separate groups.

Send the Majorians to another room, the “country” of Majoria. Have the Minorians stay in the original room, the “country” of Minoria. Pass out the appropriate instruction sheets to each group. Each observer can pick a group to observe.

Give the teams about 2 minutes to review their instructions. Then tell the Minorians that they have 20 minutes to plan an independence celebration for their country and decide how to greet the Majorians when they arrive. Tell the Majorians they have 10 minutes to plan how to help the Minorians. It’s important that the groups don’t see each other’s instruction sheets or know about the different time limitations.

After 10 minutes, have the Majorians “arrive” in Minoria. If the Minorians protest that they’re not ready for the visit, explain that the Majorians must stick to a tight schedule because of funding regulations.



### The Gathering - 20 to 30 minutes

Allow 20 to 30 minutes for the teams to interact with each other. During this time, the facilitator(s) – and the observers – should watch the Minorians and Majorians interact and take notes on what is happening.

### Large Group Processing - 20 to 30 minutes

Once the entire group has finished its task or seems to have reached an impasse, ask the Minorians and Majorians to keep their armbands (or other signifiers) on and sit with their respective countries. The two groups should sit facing each other.

Ask the Minorians to describe the Majorians' culture (you can help, if necessary). Write their descriptions on a piece of newsprint. The Majorians may not comment during this time.

Now repeat the process, asking the Majorians to describe the Minorians' culture. Write the Majorians' comments on the newsprint and don't allow the Minorians to speak.

Ask the observer(s) if they have anything to add to these descriptions.

Next, let each group respond to the other group's description. Note whether the descriptions are positive or negative and why.

Ask a representative from each group to describe their group's culture and original task to the other group.

First ask both groups to vote on which group they'd want to be a part of in real life. Then ask the observer(s).

Ask why they voted the way they did. If most participants decide to stay with their original culture, discuss what that may mean in terms of how we identify with people from other cultures and determine what is good or bad about another culture. If people tended to choose the culture of the group they were in (or if you feel it's appropriate in any case), read aloud or paraphrase the following information:



“Even when we know very little about another culture, we tend to draw conclusions about it or compare it with our own. While you were Minorians or Majorians for only a little while, you quickly developed a sense of ‘cultural identity’ with your culture and group. That can lead you to think your new culture is the best one.

“When you work with people from other cultures, you must be careful not to jump to any conclusions about them or only look at negative things. You need to respect the fact that different ways of doing things aren’t necessarily good or bad – they’re just different.”

#### Further Discussion - 20 minutes

Ask the Minorians:

How did it feel when the Majorians came to your country?

Did the Majorians respect Minorian culture?

Were you pleased to see the Majorians?

Ask the Majorians:

How did you feel when you visited Minoria?

Were you made to feel welcome?

Did the Minorans appreciate your efforts to help them?

Ask the observer(s):

What did you notice about the discussion?

Ask the Minorians how they would have liked the Majorians to act.

Ask the Majorians how they wanted the Minorans to act.

Why is it important that the people from Majoria build relationships with those in Minoria?

Why is it important for those in Minoria to build relationships with those in Majoria?

Why partner with someone else amidst great differences? What are some real life examples?

Share about an RSWR example of partnership. You can find stories that highlight partnerships [here](#)



Ask:

How does each “side” benefit in this partnership?

How do you know something is a partnership and not something else? What are the kinds of relationships that one wants to avoid?

Ask the entire group how they can use what they learned from the exercise in their own lives.

Once the discussion is over, have everyone take off their Majorian and Minorian signifiers. Have them put them all in one hat, or a common box.

Light and Lively - Dots - 15 minutes

Have round stickers of 5 or so different colors.

Have everyone form a circle and close their eyes. You will place a sticker on each of their foreheads. If felt to be appropriate, select one or two individuals who each receive a sticker of a different color from that of anyone else in the room.

Otherwise place stickers on everyone else and you can vary the group size (e.g. 2 greens, 4 reds, 6 blues). As a variation, you could place multiple stickers on some people.

Have the participants open their eyes and tell them: “Without talking, find your group. You can help others but you may not speak.”

The group will generally separate by color. If they do so and look to you for confirmation, say “That is not your group, find your group.” There might be several iterations of this. If you notice any frustration in the confusion, such that helping the group along seems necessary, you can whisper to someone in a larger group the suggestion of inviting someone to join their group (so they’ll gesture or pull someone into their group who has a different color sticker). Soon they should take the hint and everyone will be in one big group. At this point you can say, “Congratulations, you’ve found your group!”



## Welcome to Majoria!

Congratulations, you've just become a citizen of Majoria! It's one of the wealthiest nations. While there are some poor people in Majoria, most residents here enjoy a standard of living that more than meets their needs for basic survival. Through trade and its role as a dominant force in world politics, Majoria can acquire the raw materials it needs to support its standard of living and sell its goods internationally. Majorians are task-oriented. They believe it's important to set goals and accomplish them quickly. You won't find Majorians wasting time on idle conversation.

## Your Assignment

**As a Majorian, you've just volunteered to be on a technical assistance team that will take supplies donated by your rich country to an obscure little one called Minoria. You and your team members have 10 minutes to plan what you'll do to help the Minorans when you arrive there. Once you've arrived, you have 30 minutes to help the Minorans plan and build a major project that can only benefit their country. Your goals are to:**

- **Help Minoria set its priorities so it places the few resources it does have where the needs are greatest.**
- **Help the Minorans to wisely use the materials you've brought.**
- **Give helpful hints on construction and also technical assistance, on the final project.**

## What You Need to Know About Minoria

Minoria is a poor country, colonized by Gezboria – a wealthy nation. It has only recently won its freedom. Most of Minoria's residents are very poor, although there are some wealthy Minorans. There are only a few doctors – and just one hospital – in the entire country.

Most of the houses in Minoria have no electricity or running water. Only a few children finish more than a few years of schooling, since most are needed by their families to help in the fields. There aren't many schools available, either.

Minorans grow bananas, coffee, and chocolate to export to countries like Majoria. However, the income from these crops is usually not substantial enough for the workers to buy food for their families. Most Minorian children are undernourished.



## Welcome to Minoria!

Congratulations, you've just become a citizen of Minoria! This is an old country with a noble history and rich culture. Unfortunately, it's been dominated by other nations for so long that much of that culture has been destroyed. After a lengthy battle, Minoria finally freed itself from Gezborian rule. It's just now beginning to regain its sense of independence and pride. Under colonial rule, the small farms that dotted the countryside were consolidated into large banana, coffee and chocolate estates. Today, the Minorian economy relies mostly on exporting these crops to wealthy nations such as Majoria. Sadly, prices for these goods have fallen dramatically in recent years. At the same time, Minoria's debts have sharply increased because of the rising costs of oil, fertilizer, machinery and other things that must be imported, since Minoria was not allowed to industrialize while a colony. Although Minorians face serious problems, they accept that change takes time. Minorians place a strong emphasis on personal relationships. They love long conversations where people can get to know each other before coming to decisions.

## Your Assignment

As top officials in Minoria, you and your team members have been asked by the country's president to identify ways to help the Minorian people. Most importantly, the president wants help restoring the pride of Minorians. This year is the tenth anniversary of the country's independence. Your team is searching for an appropriate symbol to restore pride. While the president has suggested a monument, you are free to come up with ideas of your own. You've just learned that a team of volunteers will arrive soon from Majoria. Although you've never been there, you know it's one of the wealthiest nations in the world. You also know that Majorian volunteers are bringing materials to donate to Minorians. You and your team have 20 minutes to discuss the best way to restore Minorian pride and to figure out how you will react when the Majorians arrive. Once the Majorians arrive, you'll have 30 minutes to work together on your project. As you plan what to do, remember:

- Your country has been dominated by outsiders for centuries, but you are determined to fiercely protect your right to make your own decisions.
- You want to use your own native materials and resources at hand as much as possible. You've become skeptical of other countries' motives, since many have tried to dispose of inferior or hazardous materials, in the guise of donations to your country. You're also wary of politics and of becoming indebted to outsiders.

## What You Need to Know About Majoria

Majoria is one of the wealthiest nations. While there are some poor people in Majoria, most residents there enjoy a standard of living that more than meets their needs for basic survival. Through trade, and its role as a dominant force in world politics, Majoria can acquire the raw materials it needs to support its standard of living and sell its goods internationally.