



Charity or Justice

AIMS

This session explores responses to poverty

RESOURCES REQUIRED

- A way to divide the room (eg. a row of chairs or cones)
- Scrunched-up scrap paper/newspaper 'balls'
- Paper and pens

WARM UP

Game:

Split group into two teams. Split room into two sections. Throw in a large number of scrunched up paper balls. Winning team has least paper balls in their half at end of 20 seconds – 10 pts to winner, 0 to loser.

Play multiple rounds, finding excuses ("You arrived late", "You looked at me funny", "I prefer their style" etc) to continually disadvantage one team, for example by:

- Making their area larger than the other
- Making them sit down
- Giving the other team an extra 5 seconds after the minute is up

When this team starts losing badly and complaining, give them points to make it level, but play on with the same rules so they start losing again.

DISCUSSION

Let's talk about the game we played at the start. What was wrong with it? (*Not fair*). Were you happy with "Oh, just have some more points, then play on"? (*No, still not fair. Game continued to be biased/unfair/go wrong*).

DISCUSSION

Ask the young people to remind you of some causes and consequences of poverty.

So is it enough to say "Oh just have some more food/money/charity then carry on"?

No – just like the game – that doesn't deal with the root causes, although might help some consequences.

Why does thinking about causes and consequences matter? *It's crucial to how we respond – we need a range of solutions.*

ACTIVITY

Thought experiment:

Let's think about migration. What causes/consequences can we think of? Make lists.

Causes might include: conflict, poverty, unemployment, climate change, lack of resources, trafficking, oppression, persecution, discrimination.

Consequences might include unemployment, physical and/or mental health problems, death, drugs/alcohol, loneliness, homelessness, rejection.

Ask: So... what could be done to solve the problem?

Listen to responses, note positive impact but continually ask, "Is that it? Have we solved the problem?"

Start list of possible solutions.

Split the group into 'departments'. Designate 'Head of Departments' if you think this would work well with your group. Might include:

- Fundraising and donations
- Care - dealing with consequences
- Campaigning – dealing with some root causes
- Education – dealing with some root causes

Have each department make a list of what they would do.

Feed back.

Note intersections between departments.

Ok – so poverty is even more complex...

ACTIVITY

Reflect back about CAFOD: So CAFOD responds to both causes and consequences, challenging injustice and things that lead to poverty. compassionately dealing with the impacts of poverty **and** working to make the world fairer.

Draw out the point: Charity isn't enough; we need charity AND justice.

Notes:

Ideas for what the different 'departments' might do:

- Fundraising and donation department might: organise sponsored events; contact celebrities and rich people for donations; collect useful things; sell things; explore fair trade/ethical business; get schools, parishes and individuals fundraising etc.
- Care department might: give out sleeping bags; give out food; provide counselling; open shelters; help with addictions, etc.
- Campaigning department might: Get more houses built; campaign for better wages/more jobs; lobby for better counselling; deal with drugs, etc.
- Education department might: Teach young people about the issues; educate about drugs and alcohol; support fundraising by helping people understand the issues etc.

CLOSING PRAYER

A simple closing prayer – give a couple of minutes for young people to prepare.

Group stands in a line/circle, taking turns to respond.

Leader says: "God of compassion"

Young person responds with "Help..."

Leader says: "God of justice"

Young person responds with "Help..."

Etc.

WRAPPING UP

Ask young people to discuss in pairs/small groups and then feed back.

For us, today's session was about...

One thing we'll remember is...