



StEPS-UT COLLECTIONS MODULE Introduction to Stewardship of Collections

HANDS-ON ACTIVITY #3 = 45 minutes Monopoly: Play the Game

INSTRUCTIONS:

- 1) Break into 5 groups and read the game directions (below).
- 2) Play Monopoly (30 minutes).
 - ✓ Find solutions to museum collection problems using the policy and resource cards and through discussions with your fellow players.
 - ✓ Try to solve immediate problems, but also consider long-term issues that may need to be resolved.
- 3) Regroup for discussion of issues identified during game (15 minutes).

MONOPOLY: The Collections Management Policy Game

By John E. Simmons, simmons.johne@gmail.com

Download free at <http://www.museumstudy.com/courses/course-list/monopoly/>

The *Monopoly* game is based on *Things Great and Small: Collections Management Policies* (2nd edition, 2017). Players move around the board by a roll of dice and either draw policy, resource, or problem cards, or take an action depending on which space they land on. The object of the game is for the players to find solutions to museum collection problems using the policy and resource cards and through discussions with their fellow players. Players may trade cards and seek advice from each other in order to facilitate their understanding of the role of policies in collections management.

How to Play the Game

- 1) Deal each player two (2) Policy Cards and three (3) Resource Cards before play begins.
- 2) Each player should roll the dice to determine the order of play.
- 3) When the game begins, each player rolls the dice in turn and moves the corresponding number of spaces.
- 4) When a player lands on a **Policy Card** space, a Policy Card should be drawn from the stack. Policy Cards may be accumulated for later use or trading with another player.
- 5) When a player lands on a **Resource Card** space, a Resource Card should be drawn from the stack. Resource Cards may be accumulated for later use or trading with another player.
- 6) When a player lands on a **Problem Card** space, a Problem Card should be drawn from the stack and read aloud to the other players.
- 7) If the Problem Card contains instructions, the player must follow the instructions on the card.
- 8) If the Problem Card does not contain instructions, the player must use one or more Policy Card(s) and/or Resource Card(s) to respond to the problem. The player may trade Policy Cards or Resource Cards with other players to help resolve the problem.
- 9) To foster discussion about Collection Management Policies in the museum, the player must explain how the cards selected will resolve the problem and invite discussion of the issue from the other players. If the other players do not agree with the proposed solution, the player must roll the dice and move back the number of spaces indicated.
- 10) If a player does not have, and cannot trade for, the appropriate card(s) to respond to the Problem Card, the player must roll the dice and move back the number of spaces indicated.
- 11) Once a Policy Card or a Resource Card has been used, place it on the bottom of the stack.
- 12) The end of the game is to be determined by the players before play begins (for example, at a pre-determined time limit, when the first player moves all the way around the board, or when the Problem Cards have been exhausted).