

CARE

CLIMATE ACTION ROLEPLAY EXPERIENCE

EN



Funded by
the European Union

Erasmus+
Enriching lives, opening minds.



Agenzia Italiana
per la Gioventù



PREFACE



(Climate Action Roleplay Experience) is a project funded by the European Union through the Erasmus+ program and the Italian National Agency “Agenzia Italiana per la Gioventù”.

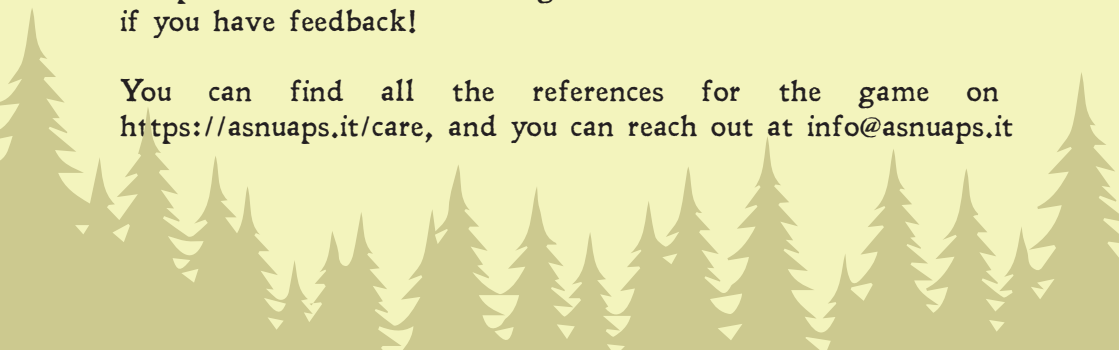
What follows is one of the main outputs of the project: an educational role play game about **Climate Change**, its effects on nature and, in turn, on humans. The learning goal is to inform about the importance of nature in our life, the silent services that it provides us with and how our actions can impact it - for good or bad. That is, not only what we should avoid, but also how can we make things better!

This kind of knowledge is not new, but is oftentimes conveyed in a formal way, which is less likely to engage and provoke an action. We put a lot of effort into making it fun and easy to grasp, in the hope to inspire more people to actually care about the environment (pun intended).

It is thought to be played with 6 to 30 participants, for about 90-120 minutes including debriefing. Recommended age is 16+, there is no prior knowledge needed. Setting-wise you'll only need a few tables and some chairs. Really, you can make this anywhere.

We put a lot of effort in the game and we would love to hear if you have feedback!

You can find all the references for the game on <https://asnuaps.it/care>, and you can reach out at info@asnuaps.it



CONCEPT

Participants are divided into **groups** which are the different inhabitants of the forest (plants, fungi, mammals, etc). Everything is going well until the man settles at the border of the forest. The very life of the forest is threatened.

There is a solution: send **wizard educators** among the humans, and raise a generation of people that are sensible to environmental issues and will stop destroying the forest. But that will take time, around 30 years.

Meanwhile, the human may very well destroy the forest to get its food, its water and wood and materials. To avoid that, the forest inhabitants will use their stored resources to provide for the humans, resources quantified in Natural Capital.



At the end of the game, **if the forest survives** and after the human threat is dealt with, the group with the most natural capital will have more power to modify and rule the forest. Competition is always present in natural environments!

"Natural capital" is commonly used in ecological contexts to quantify the value of various activities carried out by organisms in nature, which fall under the concept of resources for humans. Simplifying, natural capital refers to the resources provided by nature, such as clean air, fertile soil, and biodiversity, which sustain human life and contribute to the economy.

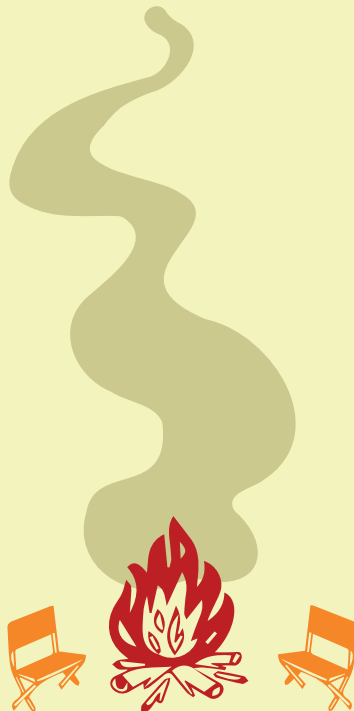
Natural capital is depicted as something that the forest can "magically" spend to give humans what they need and prevent the expansion at the forest expenses, with the aim of creating a survival mechanic that promotes cooperation among players.

Since natural capital is a resource, the group that has more of it will have more power in the forest, thus promoting the intrinsic competition present in a natural environment. It is mechanically used to quantify the tokens that are going to be the victory points.

All the ranges of beneficial ecosystem services to humans such as air and water purification, climate regulation, plant pollination, soil fertilization, and support for biodiversity are called Ecosystem services, and need natural capital to be used.



The issue with climate change is largely destroying the natural capital and putting us humans in a very difficult spot where nature doesn't support us anymore and then we'll be gone. This game wants to show how much we need natural systems, how we damage them and how can we protect them.



GENERAL INFORMATIONS

The game has a duration of approximately 90-120 minutes, which are divided into 3 macrophases:

Briefing and preparation (about 10 minutes)

Actual game (from 60 to 90 minutes)

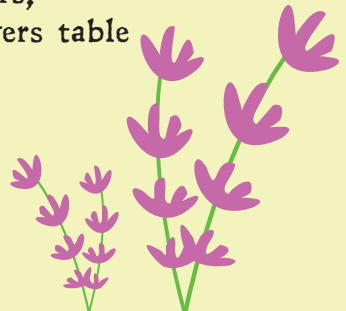
Debriefing and discussion (about 20 minutes)

The game is designed for a number of participants ranging from **6 to 30** people, divided into groups (minimum 3 groups) in a homogeneous manner.

We encourage reducing the number of groups so that they consist of as many players as possible (max 5 people). Doesn't work all that well in 6, which would make only 3 groups of 2, 9 players is a good starting point.

Game is thought for participants from 16 to 99 years old
It is doable by a single facilitator but especially in case of more than 4 groups we recommend having an helper to speed things up.

Example: 6 players will make 3 groups by 2 players,
9 players will make 3 groups by 3 players,
16 players will make 4 groups of 4 players table



MATERIAL

- Hex sheets (15), you can find them in the appendices and in the website if you need a shape to cut
- Scissors
- Colored markers
- Post-it notes
- Large sheet of paper or whiteboard for tracking points (Table 1)
- Silhouettes of human settlements to stick on the hexes
- Scotch tape for attaching things to the wall
- All appendices printed
- Letter envelopes or other opaque containers, one per group
- Tokens (12 per group)
- (optional) A mobile phone with a timer and alarm clock can be useful to track time and make a sound when time is over.



	5 YEARS	10 YEARS	15 YEARS	20 YEARS	25 YEARS	30 YEARS
PLANTS						
FUNGI						
REPTILES						
MAMMALS						
INSECTS						
BIRDS						
TOT						

Table 1

Total might not be the sum of the above values, it includes the secret vote.

INTRODUCTION

Before explaining the game, participants need to know what they are about to do.

Read aloud:

"We are about to play a role-playing game. In this game, each of us will take on the role of a character and behave as that character would. The goal of the game, besides having fun, is to use the experience to reflect on the environmental dynamics in which we are immersed as humans.

What provides us with oxygen in the air? What gives us clean water? What enables us to have food? Let's keep a curious mind throughout the entire experience and think of how this stuff applies to our everyday life!"



THE GAME

Divide the participants into groups. Each group consists of 3 to 5 people, and there can be from 3 to 6 groups. In order to divide the participants you should give each one of them a species card from appendix 6: Species cards, remember to select the right numbers of cards for each group in order to have the participants splitted groups of similar size.

Give each group the Natural Capital tokens and encourage group members to keep them hidden from prying eyes.

Give each group a container and mark it with a group symbol, a name or draw something (you can let the players do it). We suggest using a coffee cup and marking the inside bottom, so it will be easier to count tokens for the facilitator.

Based on the number of participants, you'll divide them into 3 to 6 groups and choose the cards accordingly. Use this table (Table 2) as reference. You can swap the groups without impacting the game, it is just a reference for narrative coherence (difficult to think of a forest without plants composed only of insects, reptiles and mammals, isn't it?)

GROUPS	PLANTS	MAMMALS	INSECTS	BIRDS	FUNGI	REPTILES
3	X	X	X			
4	X	X	X	X		
5	X	X	X	X	X	
6	X	X	X	X	X	X

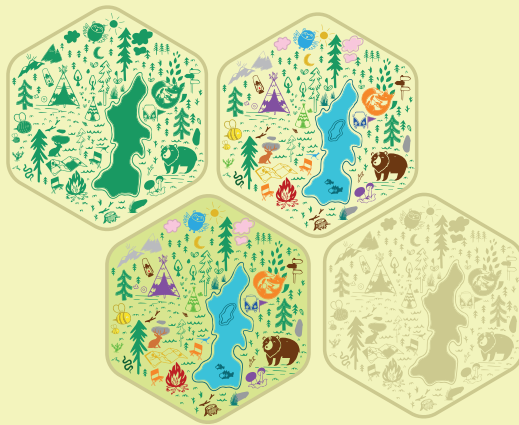
Table 2

Divide **7 hexes** between groups. Those are the forest HP and they need to be 7 no matter how many groups there are. Each group have 5 minutes to draw the map on their hexes.

Read the following text:

"This is your forest. It has been created by all of us over time, and now we will draw it together on these hexes.

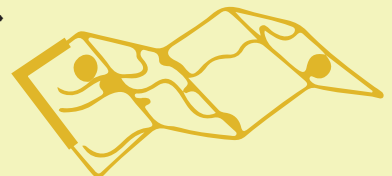
We can add mountains, animals, lakes, vegetation, rivers, hills. Let's try to draw it like a map, in bird-view fashion, from above, imagining a place that has not been touched by human. You have 5 minutes."



All the hexes are attached to the wall close to each other.

The groups have 5 minutes to read their species card and group sheet.

The facilitator takes a small house/human settlement post it or image and attaches it to the added hex.





The facilitator reads this text:

"Thank you for coming to the Forest Council.
[Pointing to the present groups one by one]

Thank you, Plants, without which we wouldn't have oxygen, and the lands would collapse. Thank you, Insects, without which flowers would struggle to meet and create fruit. Thank you, Fungi, for feeding on what dies and allowing it to return to life. Thank you, Mammals, for regulating the lives of other creatures and dispersing seeds. Thank you, Birds, for spreading seeds and regulating the lives of insects. Thank you, Reptiles and Amphibians, those who crawl and turn the earth, regulating the presence of insects and guarding the water puddles.

We are gathered because we are facing a new danger. Humans have taken control of part of the forest, building houses, digging mountains. They have no trees to shade them; they move with boxes of glowing metal, bringing great heat with them.

We must prevent their expansion and our destruction!

The Tuk, our allied Wizards, are doing a great magic between the humans: educate them! Human need to become more aware of the importance of the forest. The work will be long though; it must involve the new generations. In 30 years, we should be able to make them understand that if we die, they will die too.

In the meantime, we must prevent them from expanding and destroying irreparably.

Man is driven by hunger and greed, but if we can satisfy him, we can prevent his destruction. And ours. We will have to use up our reserves, our power, our Natural Capital [point to the tokens]. As you know, this capital is the sum of services that, as a group, you can offer. In case your memory fails you, remember the cards you have in front of you."





To be read out of character:

“So, how does the game work?

It consists of 6 turns, each turn representing 5 years.

In each turn, the groups that make up the forest will consult internally to decide how much of their natural capital, their accumulated vital reserves over the years based on activities in the forest, to donate to humans.

Overall, the forest must strive to give enough so that humans do not need to expand. Should humans expand, bad things will happen and the forest may lose hexes or groups may lose natural capital. Beware though, you should also avoid giving too much to not waste your capital.

In practice, each turn there will be a minimum value to be reached cooperatively among all groups, who can decide whether and how much to donate to the total that will then be delivered. Everything that is donated does not come back, even in the case where the minimum value required by humans is not reached.

If humans occupy all the hexes, the game ends and the forest dies, everyone loses.

If any group reaches 0 capital points, the forest dies, everyone loses. Groups can exchange Tokens in case of need, that means: you can donate to a group who used all his tokens, he cannot deny the donation, you can donate how many times you want.

If the forest survives, the tokens represent the victory points of the group at the end of the game, that is, the ability they will have to influence the rest of the forest.”

The facilitator reveals table 1 written during the preparation phase. Then, they read to the group the phases of the game, specifying what happens in case the donation does not meet the needs of humans.

ROUND

The following phases represent a round. The entire game consists of 6 rounds.

PHASE 1

The Tuk spokesperson wizard informs: this turn, X natural capital will be required to satisfy humans (see table 3).

This value is written next to the column name in the blackboard or paper of table 1.

GROUPS	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6
3	1	2	3	5	7	9
4	3	3	5	7	8	10
5	4	5	7	9	9	11
6	5	7	8	9	11	14

Table 3

The groups have 3 minutes to discuss internally and determine how much natural capital to make available to humans that turn. They consult internally within the group and secretly place the tokens they want to give to the forest in the envelope.

At the end of the 3 minutes, the facilitator calls for silence and goes to each group to collect the envelope. Then the facilitator will write the total for each group on the whiteboard and return the envelopes to the groups.

PHASE 2

It can go in two ways.



PHASE 2.1

The groups have met the human's needs. There is no spatial expansion of humans, everything is okay, proceed. Go to phase 4.

PHASE 2.2

The group has not met the human's needs.

A representative from each group goes to make a **speech** about how much their group will give, encouraging others to give or presenting their problems with the aim of donating a quantity of tokens equal to the missing **tokens** to reach the total. Each representative should present himself with his species name (on species card), he will have 30 seconds.

This is followed by a brief internal dialogue within the group of 2 minutes. Then, the tokens will be secretly handed over to the facilitator, who will enter them on the whiteboard.

The number of tokens from each group in this phase is **SECRET**; no one will know who has contributed how much.

If they are sufficient, proceed to phase 2.1.

If they are not sufficient, , proceed to Phase 3.

PHASE 3

The humans did not have enough resources, so they will take them by force. In order:

- Add house stickers to one hex. Another slice of forest is lost.
- Something bad happens. Randomly choose one event card from Appendix 1: Disturbs and read it. Discussion should not be over 2 minutes. Round is finished.

PHASE 4

The Facilitator narrates how the forest managed to provide enough for the settlement.

Facilitator reads one card from appendix 2: [Harmony](#)

Round is finished.

PHASE 4 - BIS SURPRISE PHASE

At the end of the 4th turn each group has to choose 1 participant to talk in an ambassador council. The ambassadors of each group have to talk to each other in the middle of the room, in order to try to get a common point, while the others can listen and comment on the meeting, like an agorà.

They have 3 minutes then meeting is over and round is finished.



ENDING

SCENARIO 1: THE FOREST SURVIVES

The forest has survived and can expand. Let's take another 6 hexes, and everyone draws more forest, more aware of how much their group can give to the forest. The first to go and draw and shape the forest will be the groups with the most natural capital tokens, which will have more power to modify the habitat. The forests that result from the **collaboration** of all the groups will be more beautiful than the initial ones.

The winning group will also have an extra hex to draw a powerful castle, related to their group, showing their importance. If there is a tie at the top, groups will draw together.



SCENARIO 2: THE TOKENS RUN OUT BEFORE THE SIXTH TURN

First of all the group(s) without tokens announce to the facilitator their situation, the facilitator makes clear that if no one donates to the group(s) the game is over. If no one donated, the group(s) without tokens make a last speech, about their value in the forest before **dying**, what they do, and ask to be remembered.

N.B. Remember that groups cannot deny a donation, if a group is giving a token to another the receiver **MUST** accept the token.

Hexes will be drawn same as scenario 1, but with one hex less. The group without tokens does not participate in drawing.

The other groups must imagine what the forest would be like without the presence of that group, with all the environmental consequences involved. One hex less for each turn that was not played.

SCENARIO 3: ALL THE FOREST HEXES ARE OCCUPIED BY HUMANS

Forest dies, no additional hexes are drawn. Each group makes a **last speech** about their value in the forest before dying, what they do, and ask to be remembered by the Tuk wizard.



DEBRIEFING

Moderator of the debriefing should be aware and careful about details.

It is very important to grasp the **feelings** and comments from the group. Especially that while preparing this debriefing we don't know how the game will follow and we can't know if the forest will win or vanish.

Most powerful debriefing is when the moderator grasps some important sharings from the participants and is able to reshape them in the form of wrap-up at the end of the whole debriefing. It is not mandatory.

PROCESS

Start from remembering the process and to express one more time, in the timeline, what happened during the game. This process will take some time, especially since each round has few stages and conflicts may have arised. It also means that the moderator should observe the processes happening during the game and possibly take notes of important events. Later in the debriefing it might be useful to recall some of them.

I wanted to recall the game steps with you, looking from outside, as the game finished. Please help me to recall what happened? Step by step? Keep in mind that you had different groups in the game and it will be important to give each participant enough space to talk. Especially if/when participants will start to discuss conflicts and behaviors of other groups. Now we are focusing on actions, behaviors and reasons. We don't want to talk about feelings yet.

During the process of remembering, some **supporting questions** might be useful, especially if the moderator is able to connect them with specific moments/events which happened in the game.



- **What were your behaviors at that moment?**
- **How shaped your relations with other species?**
- **What about the reasons for your actions?**

FEELINGS



Now is the time to step into feelings. Start by asking the participants about their feelings in the most relevant moments of the game. Each group should have enough space to answer, because feelings of plants and fungi or animals might be totally different!

This was a strategy game but meanwhile you also had a chance to experience what it means to be a plant or insect under danger and you tried to survive.

- **How were your feelings for those various species? (here exactly you can relate to certain events during the game)**
- **What did you feel or think about humans who are invading your forest and try to use it for their own purposes?**

If you see that participants are still too much involved in their roles, it might be a good idea to propose a quick derolling activity. In the next part we need them outside from the experience, being able to relate it with the real world.

- **When we left our roles and had some hard feelings towards our colleagues... Considering this whole experience, how does it make you think about and understand the environmental issues?**

ACTION

- **What does it mean to humans that the forest dies?**
- **What did this experience make you think about? How do the environment and ecosystem work?**
- **What can you personally do to help the environment?**
- **Do you think that within the relationship between human and environment, humans are also thinking in the same way as you were thinking as different species?**

“Natural capital is not easy to rebuild, by wasting it we can lose it forever”.



APPENDIX 1: DISTURB

After announcing each event, ask the group why they think the lack of ecosystem services led to this outcome.

The example after the questions are just there to support the facilitator with some.

The facilitator is encouraged to read the event cards before the game and discard those that may not be suitable for the group.

APPENDIX 2: HARMONY

For each event, ask each group the point 1. In this formula:

How have you plants contributed?

How have you insects contributed?

How have you ...

Direct the question of point 2 to everyone.

The examples are there to help the facilitator with some talking points.

The whole questions should not take more than 2 minutes.

APPENDIX 3: GROUP SHEETS

Each group will have sheets that explain not only what mammals, insects, etc., are but also the important role they play in the ecosystem and how they are connected to all the others.

Each group will receive these sheets at the beginning of the game.



APPENDIX 4: SUMMARY TABLE FOR PARTICIPANTS

A copy of the summary table should be given to each group.

APPENDIX 5: SUMMARY TABLE FOR THE FACILITATOR

INTRODUCTION

Make sure you have all the materials from the Materials chapter. Read and follow the instructions in the Introduction and Preparation chapter.

ONE ROUND

- Phase 1: Declare the required amount of Natural Capital for that round, using Table 3.
- 3 minutes of internal group discussion.
- Go group by group to collect envelopes with Natural Capital tokens.
- Write down on the whiteboard how much each group has donated.



IF DONATIONS ARE SUFFICIENT FOR HUMANS

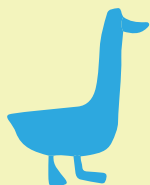
Read one of the cards from Appendix 2: Harmony and ask questions to the participants (2-3 minutes).

IF DONATIONS ARE NOT SUFFICIENT FOR HUMANS

- Each group sends a representative to make a speech how to proceed for the next vote.
- All representatives speak (approximately 30 seconds per participant, no questions and no debate).
- Representatives must be different for each round.
- After the speeches, representatives return to their group and discuss how much to donate this time (2 minutes).
- At the end of the 2 minutes, the facilitator collects donations with an opaque envelope: in this second round, they are **SECRET**, nobody knows how much each group has donated.

IF DONATIONS ARE NOW SUFFICIENT

Read one of the cards from Appendix 2: Harmony and ask questions to the participants (2-3 minutes).



IF DONATIONS ARE STILL NOT SUFFICIENT

Randomly read one of the Disturb card from Appendix 1: Disturb, and ask questions to the participants (2-3 minutes). The game continues for a total of 6 rounds.

REMEMBER “END OF THE 4TH ROUND MECHANIC.” (PHASE 4 BIS) FINAL

If the forest manages to survive until the end of the sixth round, count the tokens of each group and declare the winner. Proceed with the deroling and debriefing as described in the deroling and debriefing chapters.



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CARE



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