



GREEN GAMING

What follows is the collection of the instructions of the 4 games that the participants of the Erasmus+ training course "Green Gaming" have realised during a workshop day.

All the games are supposed to be played by young people, volunteers or youth workers and have been designed for educational purposes on the topic of environment. Enjoy your own Green Gaming!

NAME of the game: THE ISLANDERS – system thinking

number of players (min-max): 6 - 15

recommended age (or profile): 14+ (can be adapted for any age by changing questions)

duration of a game: 45 minutes the first time

duration of the explanation: 9 minutes included (see instruction table)

materials needed:

- 1 empty 5l bottle for each team and one for delivery
- 1 funnel
- list of questions (minimum 3)
- color face paintings
- A4 paper sheets – white
- 6 small cups – plastic
- tape
- 4 ropes: 2 meters minimum per each
- visualization layers – (storm, fire, pollution – can be drawn or photo)

ideal setting (outdoors, indoors, room size, etc):

- outdoors, preferable in nature

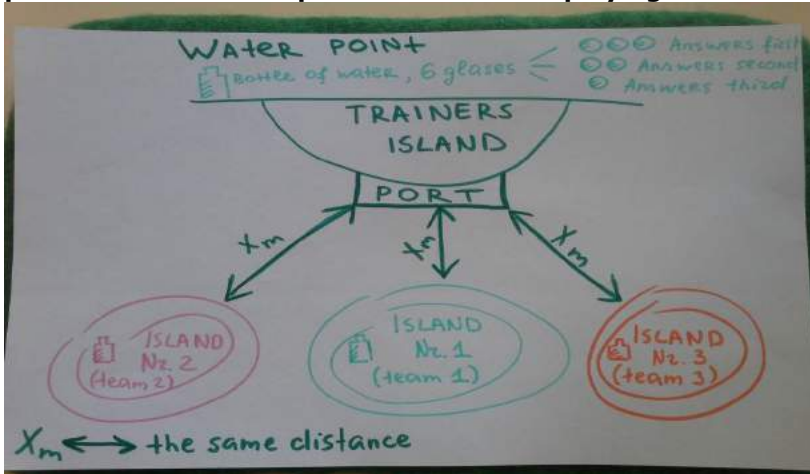
aim of the game:

- raising awareness of environmental issues (question part)
- learning about system thinking to act in the community (situation part)

setup (how to start the game):

- the trainers need to set up the location of the islands to make sure that they all have the same distance to the port. (see image 1)

picture 1 – a visual representation of the playing area



picture 2 Islands – three groups of participants and one with the trainers



Picture 3 answering question – delivering water



instructions (how to play the game):

2 min	<p>Presentation:</p> <ul style="list-style-type: none"> - Presentation of the trainers tribe – check the language, kind of group... to adapt story telling.
2 min	<p>Story telling:</p> <ul style="list-style-type: none"> - Two-three islands (according to number of teams) are created by a volcanic eruption. Players go to live on the islands.
7 min	<p>Instructions:</p> <ul style="list-style-type: none"> - Create name, resources, landscape and paint themselves (they are also free to add any other elements as the motto, society, currency...). - Write the name of the island on A4 white sheet and tape it on the plastic bottle given to each team. - Use rope or tape to shape their island.
3 min	<p>Presentation:</p> <ul style="list-style-type: none"> - Presentation of the islands for everybody to hear (min 30 sec / team).
2 min	<p>Story telling:</p> <ul style="list-style-type: none"> - Each island has a boat to get to the trainers island (can be mainland) to gain water. - Water will be provided for answering questions about the environment.
3 min	<p>Instructions:</p> <ul style="list-style-type: none"> - Discuss the answer for the given question in your group. - Choose one person to go by boat to the trainers island. This person will run with the 5l bottle till the port of the trainers (hand of a trainer) to answer the question. - The first team to answer correctly wins 3 cups of water, the second gets 2 and the third one gets 1. - In case of an incorrect answer, they need to go back to their island to discuss again.
10 -15 min	<p>Environmental questions:</p> <ul style="list-style-type: none"> - use attachment number 1 as an example. - each question has 2 minutes (max) to be answered. - right answer means trainers deliver water into the bottle.
1 min	<p>Measuring:</p> <ul style="list-style-type: none"> - at the end, each team brings the bottle to the trainers island where they compare level of water and announce the result.
3 min	<p>Story telling:</p> <ul style="list-style-type: none"> - the winning team celebrates their victory going to the forest and giving their water to a tree (doing it in reality if possible). - Accidentally, they forget the plastic bottle in the forest and it's a sunny day. "What can happen?" It provokes a fire (use visual element of fire). - This fire is producing "CO2" to the atmosphere and that causes a big storm at another island (use visual storm element). - Then, the rain transfer polluting elements from that island to the third one causing pollution there (use visual pollution element). - Now, all the islands are in a situation of environmental danger.
3 min	<p>Instruction</p> <ul style="list-style-type: none"> - discuss this situation in your team to come up with your "island" action.
3 min	<p>Discussion</p> <ul style="list-style-type: none"> - share your actions with the others. - open platform for cooperation (facilitation by trainers).
5 min	<p>Debriefing</p> <ul style="list-style-type: none"> - sharing reflection in a circle. - The trainers highlight the idea that an individual actions has an influence in the community, and changes in our community influence changes in others as well (system thinking).

Attachment 1: Questions

FIRST LEVEL

What percentage of the Earth is covered by water?

71% (97% salty, 3% sweet water)

What do we need more: water or food and why?

Water because we are 60% water.

What is the mean of transportation that pollutes the most?

Cars

How many kilos of food wastes a person living in Europe per year?

100 kilograms.

SECOND LEVEL

What do tornadas, droughts and floods have in common?

They are being increased with the Global Warnings.

Which is the country that pollutes the most currently?

China.

How much waste does a person produces per day?

2 kilograms.

THIRD LEVEL

Did the dinosaurs live in Canary Islands?

No, because the islands are just 7.000 year old.

Who is minister of Environment in Spain?

Nobody.

How many species of plants can we find in Tenerife?

1.400 (100 are endemic)

What is the natural symbol of Tenerife?

Dragon tree. Tenaile blue chaffind.

Which animal wins all the races?

The first one

Name a social insect

Bees, ants

Image 1

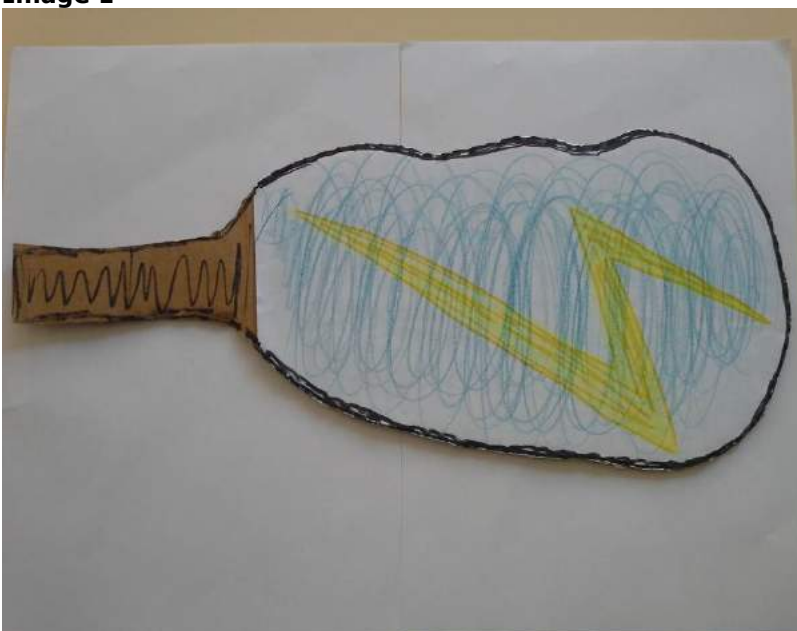


Image 2

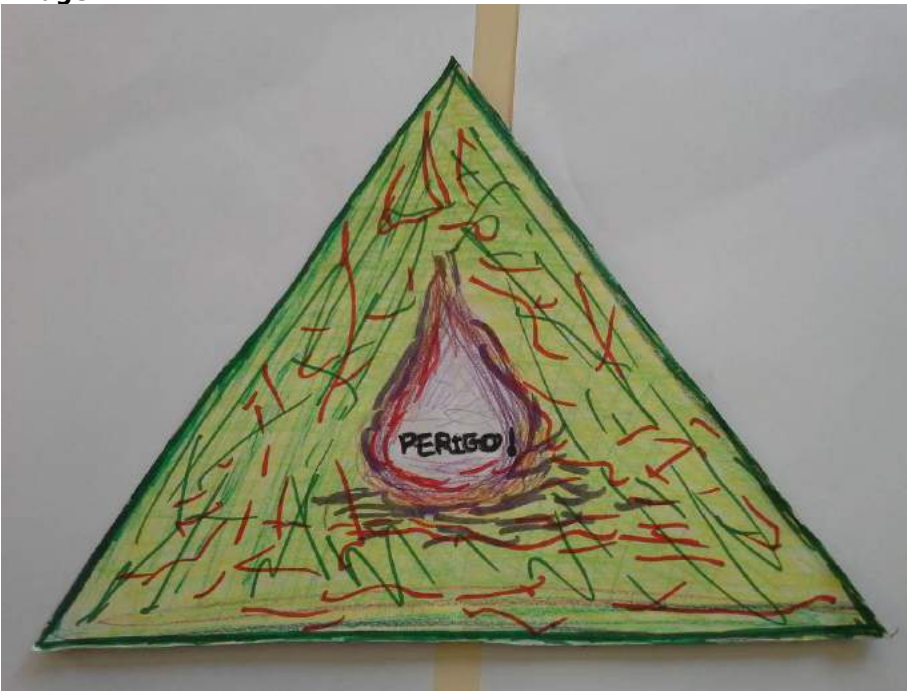


Image 3



Euro-Expressive

Number of players: 4-20
Age: +16

Duration: 20-40 minutes
Explanation: 3-5 minutes

Materials:

- 28 cards, each one with the name of one country member of EU States,
- 10 european blind map
- 4 A4 blue paper
- 50 yellow stars made of paper
- 4 white A4 sheets and pens for drawing
- 1 Taboo card
- 1 Star card



*Indoor and outdoor game

Aim of the game: Raise awareness about the EU Union - member states, culture, traditions and geographical position.

Setup: The game starts when the participants are divided in teams, each one composed by 2-5 persons with the same number of players.

Instructions:

1. After deviding the participants in teams, one player of the first team grabs one card and has 30 seconds to express the country and the team has 3 possibilities to guess the country and win stars;
2. The scope of the game is to accumulate 12 stars to build the flag of EU Union;
3. The stars can be given for three cathegories: 3 stars for miming, 2 stars for drawing and 1 star for describing with words excluding the Taboo card elements. One player of each team who pick up the card chooses between miming, drawing and describing. Attention: It's not allowed to change cathegory;
4. Taboo elements: country shape, personal nationality of the players, capital/main cities, nabour countries;
5. Suggestion: you can consider to use monuments, VIPs, landscapes, music/theatre/cinema, history and news, food and drinks;
6. If the first team doesn't find out the right answer, the other teams can try according to their position, following the clock order;
7. The game finishes when one group collects 12 stars.



Mind-field

number of players (min-max): 2-8
(possible to play as a single team or team against team)

recommended age (or profile): 8 – 20
(possible to include younger or older players if the questions are modified)

duration of a game: 20 – 30 min
duration of the explanation: 3 min

materials needed:

Ice breaking activity:

- a round fabric (diameter ~2,5 m with a hole in a middle – see pic below);
- a small ball that can go through the hole.

Main activity (Mind-field):

- material to make the grid (chalk, tape or strings),
- paper pages with questions/bombs (if played outside need to think about tape or rocks to avoid losing of the papers with the wind).

ideal setting (outdoors, indoors, room size, etc): outdoors or inside, at least 3 x 3 m, but the activity can be adjusted depending on grid size.

Aim of the game:

Raising awareness of individual actions that a person can do to make more environmentally friendly choices in daily life. Developing cooperation skills in the group.

Setup (how to start the game):

First part: prepare set of questions / tasks or discussion topics about environmentally friendly issues. (In the given example 11 questions and 25 bomb cards was used for 6 x 6 square field) Examples of questions can be seen at the end of the text.

Second part: prepare the game grid (suggested 6 x 6 same size squares), each of the squares have paper on them with a bomb card or question card. The paper should be face down and from the top should look identic.

Questions are placed on the grid in a manner that it forms a passage from one side to the other. (Look at grid examples at the bottom of the explanations if needed).

Possibility: prepare attractive visual identity (make posters, warning signs "danger zone" etc.)



Third part:

Instructions (how to play the game):
Ice breaker

Group of people are invited to participate in activity.

First: they form a circle and hold the fabric in their hands.

Second (Story telling): the game leader/storyteller explains that environmental problems are complicated and team effort is needed to solve them. The ball represents the planet Earth and teams task is by mutual effort to avoid the falling of the ball in to the hole which represents environmental disasters.



The activity can take from 3 – 5 minutes (or as needed).

Close the activity with a short discussion about the importance of everyday actions of individuals in order to help the environment. Then invite the participants to the game grid to start the main activity about the steps they can take to live more eco-friendly.

Main activity:

Invite the group to the bomb grid, all the participants are standing on the starting side. The first participant chooses the first step into the mind-field trying to find the way to the other side. The group is allowed to help, suggesting the correct way. If the participant choose a "Bomb" field everybody has to shout "BOOOM", then the player goes off the game and the next group member continues. If the participant chooses a "Question" field then he has to answer the question/task, if answered correctly he can continue to make another move. If the player is struggling to answer the question – the group can help. Each player has to start from the starting position, trying to remember the correct way, but they don't have to answer again the questions that were answered correctly.



It is suggested that the game leader involves the whole group by asking extra questions etc.

The end:

When one of the participants manages to get to the other side of the grid, all the participants have to repeat the way and go through to the other side.

Closing part:

Participants are asked for a de-briefing.

This can be done up to the insight of the youth worker.

Suggested way:

Inviting youngsters to place themselves in a line where one side represents 0 and other 10

Ask questions:

- Do you learned anything new by the game?

- Do you think that individual actions can influence the environment?
- Do you think that by choosing eco-friendly habits you can inspire other to follow you?
- Would you share the gained knowledge with your friends/family
- etc.

By placing themselves on the scale they express their agreement or disagreement and this can be used to ask additional questions, create a discussion.

FAQ

How the player can move?

- Players can move forward or to the sides (not diagonally).

Materials

Examples of the grid:

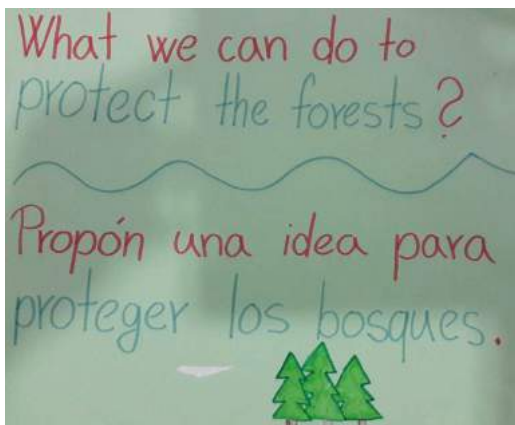
	x			
	x	x		
		x	x	x
				x
		x	x	x
		x		

starting point

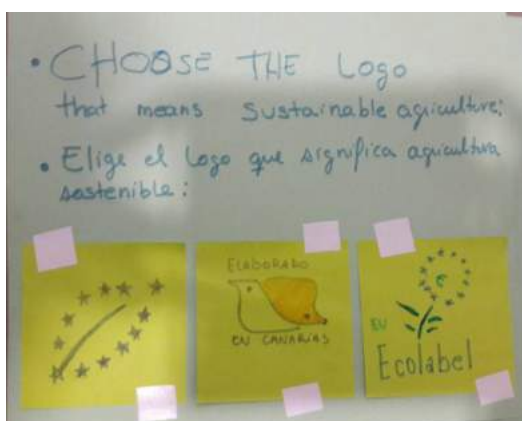
					x
					x
		x	x	x	x
		x			
x	x	x			
x					

Starting point

Examples of questions / bomb cards :



(recycle – reuse - reduce)



ECO-CHEF

number of players (min-max): 4-8
 recommended age (or profile): 7+

duration of a game: 15min
 duration of the explanation: 5min

materials needed:

- Paper in different colors,
- scissors
- markers, crayons in different colors
- 2 pens,
- 2 calculators,
- 2 spoons,
- 2 glasses
- 2 bowls,
- water,
- timer

ideal setting (outdoors, indoors, room size, etc): It can be played indoors or outdoors, with a space to be able to run (about 7 m), ideally two tables

Aim of the game: to become aware of the water footprint of our food

setup (how to start the game):

1. Print the attached ingredients' list or create your own {waterfootprint.org}

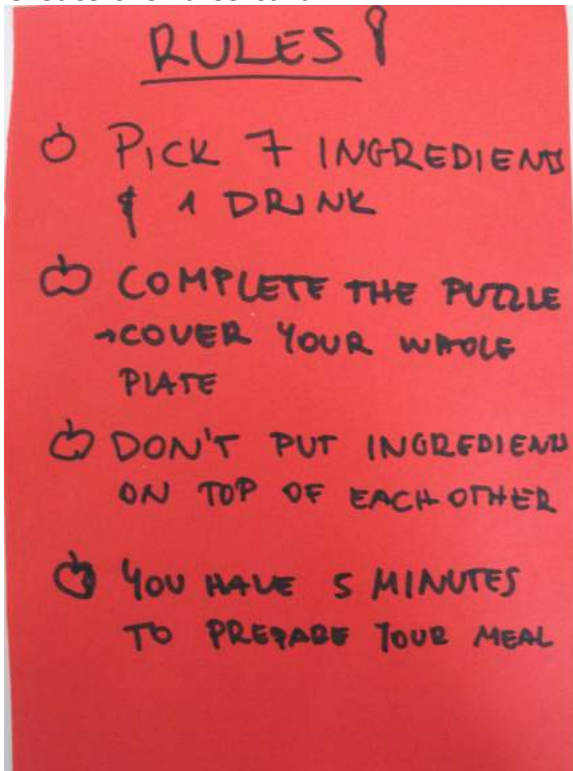
INGREDIENTS	
VEGETABLES	WATER/WASTE = 1kg
beans (dry)	5053
green beans	561
lentils	5404
onions	272
peppers (chillies)	349
spinach	282
cabbage	460
cucumber/pumpkin	210
lettuce	150
corn	900
olives	4100
potatoes	250
tomatoes	180
tomato juice	1965
FRUIT	
apple/pear	700
banana	860
mango	160
orange	460
figs	3192
grapes	608
watermelon	255
peach	1200
pineapple	255
avocado	1085
MEAT	
beef	15300
pork	4800
chicken	3000
goat	5520
sheep	10400

DAIRY EGG SOYA	
cheese	3000
eggs	3300
butter	5550
tofu	2055
milk	1000
soya milk	300
yoghurt	1162

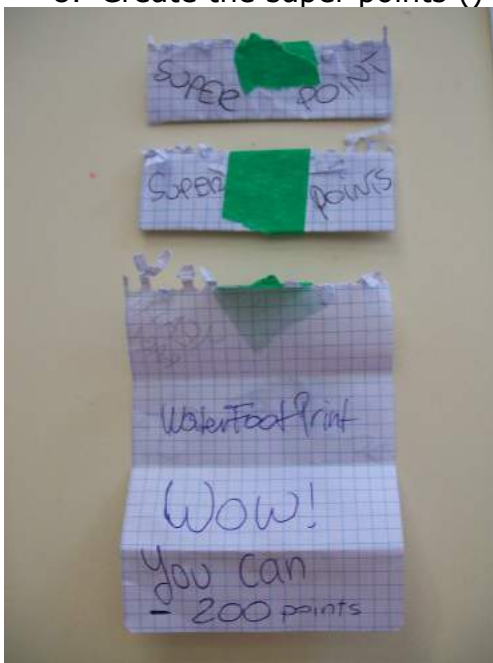
OTHER	PRINTS
bread	1500
pasta	1950
soy beans	2145
rice	3400
chocolate	2900
nuts	3100
garlic	1880 1789
mustard	2808 2803
lemon powder	15636
sugar	1500

DRINKS	PRINTS
Coffee	140
tea	30
wine	120
beer	45
water	

7. Create the rules card



8. Create the super points ()



Second round

- every team receives a score card and an ingredients list
- according to the list the teams have to fill in the score cards with the ingredients they have used for the meal and the score(points)
- they have to add the points and fill in the total score, the quicker team can receive a super point – the teams have to keep their total scores in secret

Third round

- invite the teams to do the water run track (after creating the menu, now they have to cook the dinner – the water run track represents the process of cooking)
- the teams meet at the starting points, they have 90 seconds to transport as much water as they can spoon by spoon to the finish point without spilling
- the transport happens one by one member of the team
- after 90 seconds the master of the game compares the amount of water in the glasses and gives a super point to the team with more water

The gran finale - revealing

Reveal the points. Reveal super points to lower your water waste.

Start a discussion of the meaning of the scores (points) – ask the teams what they think the points represent.

Reveal the real meaning of the scores – water footprint, discuss about the topic (see attached information).

To illustrate the use of water ask the teams to count the water they transported in the third round – each spoon presents 1000 liters of water.

Ask the teams 'would they be able to prepare the meal using only the amount of water they have transported?'

To further explore the topic you could show different examples of menus with lower and higher waterfootprint.