

Sinking Island

Energising
#211

Objectives:

- To learn about possible climate impacts
- To energise and create a sense of bonding among participants

Number of players: 8+

Time: 10 - 20 minutes

Materials needed: Flip chart paper, recycled newspapers, pieces of cloth, or used A4 sheets.

Facilitation skill: ★★ Somewhat challenging, needs careful facilitation, check if this is appropriate for the group.

Note: not for settings where touching is inappropriate.



Photo by: Plan International, Lembata (2017)

Relevance for climate resilience

Players directly experience possible impacts of climate change, such as: sea level rise, desertification, increased flooding and melting icebergs. Also, they experience the scarcity of resources and the importance of cooperation.



Climate
Centre



Process:

- Divide participants into groups of 4 -5 players, you can divide in single sex groups
- Put a flipchart paper on the floor and ask all group members to step onto the paper (see material options)
- Tell the players that the paper symbolises an island which is affected by sea level rise (see narrative options)
- Explain the aim: **The group that manages to keep everyone on the increasingly small surface wins**
- Count down from 10 to 1 and if all team members remain safely on the 'island' by not stepping off the paper, they proceed to the next round.
- Ask all remaining players to step off the 'island' and fold the paper in half, or take a sheet of A4 away. Narrative option: you have left your island and when you get back - guess what... the sea level has risen
- Players get back on their islands. Count down from 10 to 1 again and those who are safe proceed to the next round
- Keep reducing the size of the paper in half until you have a winning team. Congratulate the winner

Debriefing:

The debriefing is a crucial part of this exercise as this is where the shared learning takes place. Example questions:

- How did you feel? What did you experience? What made you feel good? What made you feel uncomfortable?
- How did what you experienced relate to your context?
- Is there anything from this game that you would like to take forward?

Different narrative options:

- You are on an island the sea level is rising due to climate change
- Your village is flooding and you escaped to higher ground on a small hill and the water level is rising
- You are on an iceberg that is melting due to global warming
- You are on the edge of a desert and your region is experiencing desertification



Acknowledgement: This game was introduced to the Red Cross Red Crescent Climate Centre by Plan International

