

Why this game?

800 million people



are currently **vulnerable** to climate related hazards and impacts, such as:



droughts



floods



heat waves



extreme weather events



sea-level rise

(Conservation International, 2017)

It is crucial to act to adapt our important and vulnerable resources today!

Link with Climate Change

Exploring how community resources are vulnerable to extreme weather, negotiating to prioritise vulnerable resources in a community and making decisions to take individual or collective action to adapt resources are key building blocks of resilience.

Noticing climate change impacting the frequency and intensity of hazards, emphasises the importance of ‘Acting to Adapt’ today.

Game overview

Description: A giant board game during which the ‘community team’ have to prioritise vulnerable community resources and take collective or individual actions to protect them from the ‘hazard team’. The hazard team represent specific extreme weather events relevant to the community, which become more intense and frequent each round.

Learning outcomes: To experience the impacts of climate change; to explore how different community resources are vulnerable to different types of extreme weather and hazards and what you can do individually or in groups to address this.

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

Intended audience: youth, can be played with adults

Number of players: 10-30

Time needed for gameplay/discussion: 40 minutes

Playspace Requirements: a large space, big enough for all participants to make a circle.

Materials:



1. Act to Adapt Resource Cards



2. 35 vote cards, scrap paper



3. Paper and pens



4. Tape

Want to know more?



See link to more resources

All Climate Centre games can be found on: www.climatecentre.org/games

Facilitation guide



Rules and game play:

Explain setting and ground rules:

1. Ask the group to list the top five extreme weather events or weather related hazards effecting their community.
 - Examples: heatwaves, drought, extreme rainfall, storms.
2. Make a 'Resource Chart' on a wall or board, with two columns; 'Community' and 'Hazards' and five rows, listing the top 5 hazards down the side of the chart.
3. Distribute the 30 resource cards amongst the players. Some players may have more than one card. They should write their name on the front and back.
4. Give everyone one vote card.
5. Form a big circle. Tell everyone to remember where they are. This is their spot for the game.
6. Make the community by having everyone put their card down in the circle, picture side up.
 - Do this one at a time. The first player reads out loud the card that they have and places it in the middle.
 - The second player reads out the card and places it at least 10 cm (4 inches) apart. Continue for all players.
 - The player then returns to their spot in the circle.



7. Pick 2 players to be on the hazard team. These players should not be near each other in the circle.
8. The Hazard Team players should tear up and crumple their vote cards into paper pellets. **Demonstrate** for everyone how to do this as quickly as possible.
9. The Hazard Team should make 7 pellets with their vote card (not more!). NOTE: If you are playing outdoors or where it is windy, you can use gravel or very small stones as the pellets. You can use larger stones to hold the cards down.



How to win this game:

- The team with the most Resource Cards at the end is the winner.
- The Hazard Team represents the top 5 hazards from Session 3 and aims to destroy as many Resource Cards as possible. Each resource card that is destroyed goes to the Hazard Team.
- The Community Team aims to protect as many Resource Cards as possible, by adapting them. Each card that is not destroyed after five rounds is kept by the Community Team.
- The game ends after five rounds (not including the practice rounds).



Facilitation guide

How the Hazard Team gets cards

1. Reveal one of the five hazard cards.
2. Using the paper pellets that you tore up as a demonstration say the following: *“These pellets represent the hazard (e.g. a flood)”*. **Without moving from their position** the Hazard Team can throw or place these pellets on the Resource Cards. *You must throw or place all of them at once.*
3. Explain that Resource Cards are destroyed if a pellet lands and stays on them.
 - Demonstrate how to throw, or drop the pellets all at once.
 - If a resource card is destroyed by the Hazard team, it is removed from the floor. The Hazard Team gets that card and the facilitator should move it to the Resource Chart, under the ‘Hazards’ column and next to the specific hazard for that round.
 - Whoever’s name is on the destroyed resource card joins the Hazard Team. When a player joins the Hazard Team they should tear up their vote card into 7 paper pellets. (Not more!)



How the Community Team gets cards

1. There are two ways the community team can protect Resource Cards:
 - **Community actions** - “Community actions protect cards for the rest of the game. To take a community action you will need to place your vote card on a resource card in your community circle. In order for the card to be protected it must receive votes from one third of the community (see table). The protected card is then moved to the community section of the Resource Chart, next to the specific hazard for that round, and it is protected for the rest of the game.”

Number of Community Players	0-8	9-11	12-14	15-17	18-20	21-23	24-26	27-19	30
Votes Needed for a Community Action	2	3	4	5	6	7	8	9	10

- **Individual actions** - “Individual actions protect cards for one round only. To take an individual action, you give the vote card to the facilitator, which allows you to flip over one Resource Card. On the back of each card are bubbles. In order for flipped cards to be destroyed by the Hazard Team, the number of pellets that land on it must be more than or equal to the number of black bubbles. For example, a card with three black bubbles needs at least three pellets on it to be destroyed that round. Individual actions only last one round and at the end of the round the cards will be flipped back over.”

Facilitation guide



Practice Round 1:

1. Reveal the extreme weather event or weather related hazard or extreme weather event (“hazard”) that will impact the community – any one they have chosen.
2. Give the Community Team 60 seconds to discuss with people next to them about what action they should take.
 - Players cannot move from their spot in the circle.
 - Players should think about which resources are both important and particularly vulnerable to the hazard for that round
3. Get opinions from the community team on what to protect.

“Community Team members, raise your hand if you think a specific card should be protected.”
4. Pick someone who has their hand raised.
5. This person says which resource they want to protect and why.
6. Ask the community team “If you agree that it should be protected raise your hand.”
7. Repeat this three times (e.g. three different community team members will give their opinions).
8. Choose half of the players to take community actions. These players should vote on the resource they want to protect by placing their vote cards down on the Resource Card. REMIND them how many votes are needed to protect a resource (see table)
9. Count up the vote cards on each resource card. If there are enough to make a community action to protect the resource, move the card to the Resource Chart under ‘Community’ and next to the specific hazard for that round.
10. Choose half the players to take Individual actions. Players must hand the facilitator their vote card. They can then flip over a Resource Card of their choice.
11. Have the Hazard team throw their pellets.
12. Show everyone which cards were protected and which cards were destroyed.
13. Move the destroyed cards to the Resource Chart under ‘Hazards’ and next to the specific hazard for that round.
14. Have the players of destroyed cards join the Hazard Team and make 7 pellets each from their vote card.
15. Flip any cards protected by individual actions back over so the picture is facing upwards and re-distribute the vote cards so each community member has one vote.

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Facilitation guide



Practice Round 2:

1. Reveal the extreme weather event or weather related hazard or extreme weather event (“hazard”) that will impact the community – any one they have chosen.
2. Give the Community Team 60 seconds to discuss with people next to them about what action they should take.
 - Players cannot move from their spot in the circle.
 - Players should think about which resources are both important and particularly vulnerable to the hazard for that round
3. Get opinions from the community team on what to protect. “Community Team members, raise your hand if you think a specific card should be protected.”
 - Pick someone who has their hand raised.
 - This person says which resource they want to protect and why.
 - Ask the community team: “If you agree that that should be protected raise your hand.”
 - Repeat this three times (e.g. three different community team members will give their opinions).
4. Everybody on the Community Team now chooses whether to take an individual or community action:
 - After a countdown:
 - If players want to take a community action they will step forward.
 - If players want to take an individual action they will stay where they are.
 - Have everyone close their eyes.
 - Count 3, 2, 1 Go!
5. Players that stepped forward to take a community action will act first by placing their vote cards on the Resource Cards that they want to protect. REMINDEM THEM HOW MANY VOTES ARE NEEDED TO PROTECT A CARD (SEE TABLE).
6. Count up the vote cards on each resource card. If there are enough to make a community action to protect the resource, move the card to the Resource Chart under ‘Community’ and next to the specific hazard for that round.
7. **NOTE:** If the community team did not have enough votes to protect a card make sure to point this out to them. Make sure to tell them that in the future they might want to better communicate with how they are placing their cards, or they may want to take an individual action instead.
8. Individual actions are taken next. Players must hand the facilitator their vote card. They can then flip over a Resource Card of their choice.
9. **NOTE:** If no individual actions were taken ask them why.
10. Have the Hazard team throw their pellets.
11. Show everyone which cards were protected and which cards were destroyed.
12. This is the end of the practice rounds. Move all the cards from the Resource Chart back to the community circle. You will now play for five rounds

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Play the Game:

- Make sure you completely reset the game. All players will need their vote cards.
- There should only be two Hazard Team players to start. You will play for five rounds.

Summary Steps of Each Normal Round

1. Give players on the community team a vote card.
2. Reveal the Hazard that is going to hit the community.
3. “Community Team: without moving, discuss with your neighbours what you think you should protect.” Give them 30 seconds to discuss.
4. Making the choice - “Community team, you now need to decide whether you will take an individual or community action. Everyone shut your eyes. I am going to say THREE, TWO, ONE, GO.’ If you want to take a community action when I say Go, then take one step forward. If you want to take an individual action then stay where you are.”
5. Say: “THREE, TWO, ONE, GO.”
6. Take the community action by having community place their vote cards. To protect the resource card they need $\frac{1}{3}$ of the community to vote on it. “Remember: you will need [x] cards to protect the Resource!” (see table)
7. Take individual actions - The players who chose to take an individual action, give the facilitator their vote card and can flip one Resource Card over.
8. Have everyone return to their place in the circle.
9. Have the Hazard team throw or place their pellets. Destroy cards that have pellets on them and move them to the Resource Chart under ‘Hazards’ and next to the specific hazard for that round.
 - The players that initialed those cards join the Hazard team.
 - When a player joins the Hazard team, give them a vote card to tear up into 7 paper pellets.
10. Have the hazard team pick up the pellets – 7 each.
11. Flip cards protected by individual actions backover.
12. Give the remaining Community Team members their vote card back.
13. Play 4 more rounds revealing a new hazard each round.

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Declare a winning Team

- Count the Hazard Team cards and the Community Team cards. The team with the most cards wins!

Debrief:

- Ask the participants to discuss the following questions with their neighbour (in pairs). After each question, ask for a few examples to share with the whole group.

1. What did you experience in this game? (e.g. growing hazards, difference community and individual actions)
2. What was your strategy?
3. Look at the Resource Chart. Were there any cards that were destroyed that you wish you could have adapted?
4. You'll notice that on the back of the card there are five community systems categories: 'People, Social, Structure, Nature and Livelihoods.' What do you think would happen to these systems if these were really destroyed in your community?"

Description systems:

- **People:** Do people become smarter, more mobile, or healthier because of this?
- **Social:** Is this a group, organisation, or person that helps your community? Or does this help people interact with each other?
- **Structure:** Is this a man-made landscape or construction?
- **Nature:** Is this part of the natural environment?
- **Livelihood:** Does this provide money, income, food or jobs?





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Acknowledgements:

This game is created as part of Y-adapt. Y-adapt is a curriculum consisting of games and playful activities, which helps youth to both understand climate change and to take practical action to adapt to the changing climate in their community.

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