

Eco-RolePlay

Eco-RolePlay is a strategy game that aims to raise awareness of different aspects that come into play when discussing important decisions that have an impact on the world we live in.



Environment and fight against climate change



Roleplaying



20-30



25-30 participants
(divided in 5 groups)



At least 44 *coins*: you can be creative and use whatever you prefer

A computer for you

At least 1 computer or smartphone per group



Padlet:

<https://padlet.com/saracurioni/e-co-roleplay-z94q5i8io55z7bq!>



#1 Preparation: 10 minutes

#2 Actual game: 60 minutes

#3 Debriefing: 10 minutes



YOU.TH. Manual for youth workers -
3.3 Theatre Methodologies -
Roleplaying
<https://youth-theatre.eu/>



It is an activity that can be performed both outdoors and indoors depending on the needs of your group.

You can decide to distribute chairs in a circle initially, which will then be redistributed among the groups, or it can also be played by sitting on the ground if you are outdoors.

For this activity, it is important that all participants have access to the Internet in order to enter the Padlet.

Implementation:

#1 Preparation and set up - 15 minutes

Divide the participants into five groups and have them each sit in their own group.

Explain the game, the existence of different roles, how the different rounds work, the different actions, and have the participants enter the Padlet where they can find all the information. Assign the roles to the different groups, and read the brief description of the groups together.

Distribute the 'coins' that they need to perform actions to each group.

#2 Actual game - 60 minutes

Read them the background story, and start playing. Each round will last more or less 15 minutes. Your role is to moderate the game, to manage the time and to keep track of the different actions.

- FIRST ROUND:

10 minutes: Every group prepares a speech to introduce themselves to the others.

1 minute: Each group has 1 minute for their speech.

- CLASSIC ROUND:

3 minutes: The groups discuss their strategy for the round

5 minutes: The groups can send maximum 2 negotiators to visit other 2 groups

3 minutes: The groups decide their action(s)

5 minutes: Each group states its action(s)

1 minute speech per each group

#3 Debriefing - 10 minutes

You can decide which elements you want to emphasise most according to your objective or the context in which you apply this activity

Instructions for debriefing:

Emotional Check-in:

Begin by checking in with the participants' emotions. Ask them to share one word or phrase that describes how they feel after completing the activity. This allows participants to express their immediate reactions.

Role Reflection:

Dive deeper into the role-playing aspect by asking participants to reflect on their roles:

- How was it to play your role? Encourage participants to consider if their role aligned with their personal values and beliefs. Ask them to share specific challenges or insights they encountered while playing their roles.
- Was it adjacent to your values? Why or why not? Explore any discrepancies between participants' personal values and the values or objectives of their assigned roles. Encourage them to discuss how they navigated these differences.

Learning Outcomes:

What do you think you learned? Prompt participants to identify the key lessons they gained from the activity. Encourage them to share both individual and group insights.

Real-world Application:

- What elements do you think apply to the reality in which we live? Facilitate a discussion on how the dynamics and decisions in the game relate to real-world situations and the challenges faced by stakeholders in environmental and social issues. Encourage participants to draw parallels between the game and the broader context.
- How can you apply what you've learned to real-life situations? Encourage participants to brainstorm actionable steps they can take in their daily lives or in their communities to address environmental and social challenges, based on the perspectives gained during the game.

Instructions for debriefing:

Group Reflection:

- Did you find common ground with other groups? Explore instances where groups found common interests or shared goals during negotiations. Discuss how collaboration or compromise played a role in the game.
- How did the different roles and strategies affect the outcomes? Encourage participants to analyze how the diversity of roles and strategies influenced the game's outcomes. Discuss whether certain roles had more influence and why.

Takeaways and Personal Commitments:

- What are your key takeaways from this activity? Ask each participant to share one main takeaway or lesson they will carry with them after the activity.
- What is one action you can commit to taking in your daily life? Challenge participants to commit to one specific action they can take to contribute positively to the environment or society based on the insights gained during the activity. This action could be as simple as reducing plastic usage or participating in community initiatives.

Closing Thoughts:

Any final thoughts or questions? Give participants the opportunity to share any additional thoughts, questions, or concerns related to the activity.

Tips and notes to the facilitator:

Facilitating the Eco-RolePlay activity can be a rewarding experience, but it comes with its own set of challenges. Here are some tips for facilitators, along with potential difficulties that could arise during the activity:

Not everybody can win: Consider that the activity is designed so that not all groups can win in the same game. This will especially tease the very competitive participants and may create competitive dynamics.

Competition: As the game involves competition, there may be disappointment or frustration among groups that do not win. Emphasize that the primary goal is learning and understanding different perspectives rather than winning.

Thorough Understanding: Make sure you have a deep understanding of the game, its rules, and objectives. This will help you explain it effectively to the participants.

Materials: Ensure you have all the necessary materials ready, such as the coins for actions

Role Assignments: Consider that some participants will find themselves playing a role that is uncomfortable or not adjacent to their values. Address their feelings about this during the debriefing.

Role Immersion: Participants may struggle to fully immerse themselves in their assigned roles, especially if those roles are significantly different from their personal beliefs or values. Encourage them to think critically from their role's perspective.

Concentration: Consider that participants will need concentration for this activity, do not propose it at a time when they are already fatigued.

Time Management: Keep a close eye on the time during each round. Use a timer to ensure that each phase of the game stays on schedule. This is crucial to maintain the game's pace. The activity may take longer if participants need more turns to win the game. Consider extending the activity to its completion.

Time Pressure: The time constraints in each round may create stress for participants. Manage time effectively and remind participants to stay focused on their objectives.

Real-world Application: Connect the game's elements to real-world scenarios and decisions made by influential stakeholders. Discuss how individual actions can influence broader decisions.
