

Climate Action Game

Instructions

This resource pack provides you with all the instructions you will need to play the Climate Action Game. Separate PowerPoints are available with the *Market Instructions* and *Instructions to Families* as a visual prompt for players.

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Game overview

This game is based around six families who are working to make a living. The names of these families are imaginary, but based on real people's lives. The game's aim is to develop empathy with people living in poverty, and to learn about how different communities around the world are dealing with the impact of climate change.

As well as developing knowledge and understanding of the impact of climate change and ways we can tackle it, the game will hopefully inspire people to take campaigning action on behalf of those feeling the biggest impact of climate change, and make lifestyle changes.

Students are divided into six groups (families). Each family will make a product (commodity), for which they receive the market price. The level of their earnings dictates how far above the poverty line they are able to rise and how much they are able to ensure their families can afford education and healthcare. Throughout the game, their earnings are affected by climatic events, and each family has the opportunity to take steps to mitigate these events.

Who/how many can play?

The game is suitable for ages 11+. It needs a minimum of 24 students; we suggest no more than 40. The students will make up the families. You will also need someone to represent the *Market* and you will be the facilitator. An older student or a responsible member of the group could play the market role as detailed in the *Market Instructions*. You could also contact your local CAFOD office to invite one of our Education volunteers to support you.

How long will the game take?

You can be flexible with timing, we recommend that you need at least 90 minutes to run this game effectively. You will need time to include an introduction (10 mins) and debrief (20 mins+) as well as time for the game to run its course (45-60 mins). There are lots of other CAFOD resources on climate change that you can add to either side of the Action Game if you are planning a full morning or afternoon session. These can be found at www.cafod.org.uk/Education/Secondary-schools/Climate

Facilitator notes

1. Families should produce their commodity by drawing around the template onto scrap paper. Each commodity must be made individually. **First of all, families take bundles of five commodities to the market to be paid their commodity price.** If the market is happy with the quality of the products in the bundle, they enter the price into the *Electronic Balance Sheet*. If they are not, they can pay less than the full bundle price or even reject the entire bundle.
2. The market must keep a record of how many commodities each family must produce at each point in the game for their bundle price. The starting number is bundles of **five** commodities.
3. There are 6 *Climate Broadcasts*. Each event affects one family. Play these in order at around 5 minute intervals. **Ensure all production pauses whilst everyone listens to the broadcast.** At the end of the broadcast, the market should display the *Electronic Balance Sheet* and families will see where they are in relation to the poverty line, before continuing with production again. All *Climate Broadcasts* should have been played within 40 minutes of the game starting.
4. Falling below the poverty line* means a person or family cannot afford the basic necessities of life such as food and shelter. This has knock-on effects which push them deeper into poverty. The effects of climate change are making it more difficult for people to move out of poverty.
5. When viewing the *Electronic Balance Sheet* at the end of a *Climate Broadcast*, if a family has fallen below the poverty line they should be given a *Below the Poverty Line card*. They should then complete the task on the card before they are allowed to resume production. This is to show that when a family falls below the poverty line, their production is affected.
6. Once a family has been affected by an impact of climate change, as explained in the *Climate Broadcast*, their production becomes more difficult – so they must now produce **ten** commodities for each bundle, for the same price as before. The market should make a note on their list to show that they should be receiving bundles of ten commodities.
7. At any point in the game, the facilitator can instruct the market to apply the 'Pay your bills' reduction. This reduces the amount of money a family has by 20%, to reflect the need to pay for food, shelter, taxes, food for animals etc. This should be done between two and four times throughout the game. This is done at the facilitator's discretion, and is done when the *Electronic Balance Sheet* is being shown, so the participants can see the impact.

Note: Keep an eye on the spreadsheet and don't press the 'Pay your bills' button until at least three families have earned the minimum amount to keep them above the poverty line (see last column on table below). This is to avoid all six families being sent below the poverty line at once.

Family	Country	Commodity	Price per bundle	Min. amount family needs to have earned to stay above poverty line before 20% deduction
Chenge	Tanzania	Coffee bean	\$10	\$190.00
Chukwa	Niger	Goat hides	\$7.50	\$190.00
Dhali	Bangladesh	Rice	\$7.50	\$190.00
Lopez	Bolivia	Alpaca wool	\$5	\$230.00
Mendes	Ecuador	Latex	\$5	\$230.00
Navarro	Philippians	Flip flops	\$7.50	\$270.00

8. **Note:** The facilitator should announce any events that happen within the game (e.g. changes in numbers of products required for a bundle, fines, etc) to the whole group, as this will enable everyone to see the kinds of experiences they may have at some point during the game. This also keeps the market informed.
9. For the best learning to happen within the game, you will end up with some families doing better than others – as the facilitator you have some control over this through the number of times that you use the ‘Pay your bills’ deduction. To give students a feeling of what families actually suffer, the game has more impact, when completed, with a couple of families below or near to the poverty line.
10. Some time after a family has been affected by their *Climate Broadcast*, you may wish to give them a *Climate Opportunity card*. They do not need to pause production while completing the task on the card. However, they do not get the benefit from the card until they have shown the facilitator that they have completed the task. The advantage of the *Climate Opportunity card* is that, once the task has been completed, the family only have to produce bundles of **three** commodities before going to the market. They will receive exactly the same price as bundles of 5 or 10. You will need to inform the market of this change. You can also give a *Climate Opportunity card* to a family who has previously fallen below the poverty line.
11. Stop the game about 10 minutes after all of the *Climate Broadcasts* have been played and you have allocated all of the families with either a *Climate Opportunity card* or a *Below the Poverty Line card*, or after 60 minutes playing time has passed. At the end of the game families should then feedback on their *Below the Poverty Line* or *Climate Opportunity* tasks to the whole group. Take note of the final balances on the *Electronic Balance Sheet*.
12. Conduct the debrief discussion.

*With regard to the poverty line – This is where the original bank balances come from:

- Tanzania/Niger/Bangladesh: \$1.25 per day x four (family members) x 30 days = \$150
- Bolivia/Ecuador: \$1.5 per day x four (family members) x 30 days = \$180
- Philippines: \$1.75 per day x four (family members) x 30 days = \$210

These figures reflect an average current daily income as of 2015.

What do you need?

- A room large enough to accommodate six family groups and the person playing the market role
- Computer, projector, speakers
- A table for each family group
- A table for the market (with the computer and projector)
- An old newspaper for each family group
- 3 pencils per group
- 2 pairs of scissors per group
- Plain paper and pens (will be required for tasks in the *Below the Poverty Line* and *Climate Opportunity cards*)
- A bell or whistle

You will also need to download and prepare the following resources:

- *Instructions for Families* PowerPoint
- 6 x *Family Role cards*
- 1 x *Market Instructions*
- 6 types of *Commodity templates* (3 per family kit and 1 for the market)
- 2 x sets of *Below the Poverty Line and Climate Opportunity cards*
- *Electronic Balance Sheet* (**When downloading and saving the electronic balance sheet, please 'save' without changing the file name at all as this would alter the formula which enables the sheet to work. Also, macros must be enabled to ensure that it works in the correct way.**)
- 6 x MP3 *Climate Broadcasts* (Deforestation, Desertification, Flooding, Irregular Rainfall, Melting Glaciers and Storms) and 6 x transcripts which can be found in this pack

How to prepare the materials

Create the following packs in A4 envelopes or bags. The resources in italics can be downloaded from cafod.org.uk/climateactiongame

Six Family packs, each containing:

- 1 x *Family Role card* (a different family in each pack)
- 3 x *Commodity template* of the same product (see table above on p.3)
- 3 x pencils
- 2 x pairs of scissors
- Old newspaper

One Market pack containing:

- *Market Instructions* including *Family Overview* sheet (all below)
- 1 x *Commodity template* for each of the six commodities
- Pencil

One Facilitator pack containing:

- Copy of these *Facilitator's Notes* including *Family Overview*
- Copy of *Instructions to Families* and *Market Instructions* for reference (an extra copy can be given to any support staff who are working alongside students)
- 6 x *Climate Broadcasts* transcripts (in case there are any IT issues)
- 2 sets of *Below the Poverty Line cards* and *Climate Opportunity cards*
- Pencil
- Watch
- Bell or whistle

Setting up the game:

Arrange the room so that each family and the market have a table on which to work. A computer with projector and speakers should be set up on a desk with the following loaded on to it and **ready to use**:

- *Instructions to Families* PowerPoint
- 6 x MP3 *Climate Broadcasts*
- *Electronic Balance Sheet* (with macros enabled)

This desk will be the market's desk; the person playing this role will sit at the computer. One person from each family needs to be able to access the market.

Order of play and suggested game timeline

- 10 minutes: Allocating groups (divide the group into six family groups of, ideally, between four to six people) and giving instructions to participants
- 45-60 minutes: Playing the game
- 20-30 minutes: Debrief and discussion

Give instructions and start production

Play the *Climate Broadcast* MP3s at regular intervals for the different families. Check the *Electronic Balance Sheet*. Each time, if any families are below the poverty line, give them a *Below the Poverty Line card*. After each broadcast the family that has been affected must now produce bundles of **10** before they can go to the market. All *Climate Broadcasts* should be played in the first 40 minutes of the game.

Give each family at a time a *Climate Opportunity card* a while after their *Climate Broadcast*. When they've completed their task, inform the market that the family only have to produce batches of **3** commodities for the same amount.

First payment of bills.

Ensure that at least 3 families have earned enough to stay above the poverty line before this first payment (see table above). After all families have visited the market at least once (**and after at least 3 have earned enough to stay above the poverty line after the bills payment**), stop the game and announce that they now have to pay their bills (inform the market to show the *Electronic Balance Sheet* and to press the 'Pay your bills' button). 20% will be deducted from their bank. Further bill payments should take place at regular intervals as decided by the facilitator.

Throughout the game, the facilitator should check with the market how families are getting on and make another 'Pay your bills' deduction. However if they are all struggling to stay above the poverty line, you may decide to hold off.

Give a 5-minute warning that the game is going to end and the market will stop trading then.

Explaining the game to participants

These instructions are summarised for the families to read on the *Instructions to Families* PowerPoint, which could be displayed for families to read as you explain.

[Slide 1, Introduction]

Allocate groups, then explain:

“Those of you in groups are now a part of a family working to make a living. There are six families from around the world. Your aim is to create a good life for your family and keep above the poverty line.

“However, extreme and unpredictable weather and other human-caused events that happen throughout the game make it harder for your family to make a living.

[You may wish to give groups a few minutes to discuss what they need for a ‘decent standard of living’.]

“Now take a couple of minutes to read your Family Role Card.

“To produce your commodity, (such as goat hides or rice) you must draw around the template and cut each commodity out individually. One person should then take a bundle of five commodities to the market who will pay you. The market has the power – if the quality is not good enough, they can reject your commodities or pay you less than the standard commodity price! Throughout the game there will be points where money will be taken from your account to pay your bills for everyday necessities like food and shelter. The aim is to make as many good quality bundles as quickly as possible.”

Instructions to Families

[Slides 3-5]

- Make your commodity (product). Each commodity must be cut out individually!
- Take bundles of **5** commodities to the market to get paid.
- Listen to the *Climate Broadcasts*.
- Watch the *Electronic Balance Sheet* to see how your family are getting on:
 - Do you have enough money for food and shelter (subsistence)?
 - Do you have enough for basic healthcare and education?
- Sometimes you have to ‘Pay your bills’ – listen to the announcements.
- When your family is affected by a *Climate Broadcast*, you will have to start producing bundles of **10** of your commodity before you are able to go to market, and you won’t receive any more money than for bundles of 5.
- If you fall below the poverty line, you will be given a task which must be completed before you can carry on producing your commodity.
- You may get a *Climate Opportunity* task to make your life easier!

Fines may be given for groups that:

- Pollute – drop paper around their tables!
- Do not stop production to listen to the climate broadcasts
- Produce multiple copies of their commodities – all these goods must be produced by cutting out each one **individually**
- Send more than one person to the market at once
- Use equipment that is not from their packs (no additional pencils or scissors may be used!)

You should also explain:

[Slide 6]

- Falling below the **poverty line** means that a person or family cannot afford the basic necessities of life such as food and shelter. This has knock-on effects that push them deeper into poverty.
- The effects of climate change are making it more difficult for people to move out of poverty.

You can also show the overview of what commodities each family has to produce before going to market, and the price they will receive per bundle from the market.

[Slide 7]

Family Overview

Family	Country	Commodity	Price per bundle
Chenge	Tanzania	Coffee bean	\$10
Chukwa	Niger	Goat hides	\$7.50
Dhali	Bangladesh	Rice	\$7.50
Lopez	Bolivia	Alpaca wool	\$5
Mendes	Ecuador	Latex	\$10
Navarro	Philippians	Flip flops	\$7.50

Market Instructions

Your role is to buy the products produced by families.

To do this you:

- 1) Look at the products (commodities) families have produced.
- 2) Decide what price you will give the family for the bundle of products (based on the recommended price). If there are any problems with the commodities you can decide to pay less.
- 3) Add the amount you have given to the *Electronic Balance Sheet*.

You will need:

- The **Electronic Balance Sheet**
- The *Family Overview* sheet (below) with a guide list for **product bundle prices**

You will need to open the *Electronic Balance Sheet* in Microsoft Excel. **You MUST allow/enable macros for the *Electronic Balance Sheet* to work** (this is given as an option when you open the spreadsheet).

How it works:

- 1) A member of each family will bring you batches of **5** products.
- 2) You decide what price you will give them. A guide price is given in the *Family Overview* below.
- 3) Once you've decided a price for the bundle, you add that amount onto the *Electronic Balance Sheet* for them.

You have the power!

As the market role you can be very picky, and if things are not made how you want, you can give a lower price for their bundle of products (commodities) than the recommended price. Depending on the quality of each individual product, you might choose to give a different price for the bundle, or you may wish to completely reject some products/bundles due to poor quality, or because you feel like it. You have the power!

Do not let anyone push or hurry you – if they do, you can put them to the back of any queue.

When the market closes

At various points in the game the facilitator will announce that the market is closed. At this point, you can complete the transaction you are currently working on.

Next, open up and play one *Climate Broadcast* MP3 (in the same order as in the folder).

When the broadcast has finished, display the family *Electronic Balance Sheet* for all to see.

After a *Climate Broadcast*

Once a family has been affected by a *Climate Broadcast*, all of their products must come in bundles of **10**.

This will only change if they receive a *Climate Opportunity card* from the facilitator. This will allow them to make bundles of **3** products before they can go to market.

Use the *Family Overview* sheet below to help you keep track of the number of products per bundle a family is required to make, whether 5 (the usual number), 3 or 10. You can make a note under the final column.

The facilitator will say when the game should recommence (and you go back to trading).

The facilitator may choose to award/deduct a sum of money to a family (for example, they might fine the family), which you will need to enter on the *Electronic Balance Sheet*.

At various times during the game the facilitator will also require a 'Pay your bills' deduction to be made, which represents the cost of living. In order to do this, you need to display the *Electronic Balance Sheet* for everyone to see (scroll up) and then press the 20% '**Pay your bills**' deduction button on the side of the *Electronic Balance Sheet*.

If a family is below the poverty line

You should remember that all production for these families has now stopped and so they cannot come to the market until they have completed the task given to them by the facilitator.

Family Overview

Family	Country	Commodity	Climate Broadcast	Commodity price per bundle	Number of commodities they need to produce per bundle 3/5/10
Chenge	Tanzania	Coffee beans	Irregular rainfall	\$10	
Chukwa	Niger	Goat hides	Desertification	\$7.50	
Dhali	Bangladesh	Rice	Flooding	\$7.50	
Lopez	Bolivia	Alpaca wool	Melting glaciers	\$5	
Mendez	Ecuador	Latex	Deforestation	\$10	
Navarro	Philippines	Flip flops	Storms	\$7.50	

Debriefing and discussion

Debriefing after the game is essential, so should not be missed out. It is what takes it from being 'just' a game, to something to learn from and act upon. It is important to tell the participants that the families listed are not real, but they do however represent the real stories of families that CAFOD partners encounter; these events are a lived experience for many people.

You may like to make sure the following points are covered in the debrief:

- Climate change is the biggest threat to reducing poverty.
- Climate change causes knock-on effects that push people deeper into poverty.
- We are all connected throughout the world, we share one world and our actions have consequences for others. We have responsibilities alongside having privileges.
- The principle of stewardship inspires many to want to protect creation.

Either in family groups, mixed smaller groups, or as a whole group, provide time to discuss and feedback on the following questions:

What happened?

- How did you feel playing the game?
- What did you find most difficult/frustrating/challenging?
- Were you aware of anyone breaking the rules?
- Were you treated with respect by the market?
- How did you feel when your family was hit by an environmental disaster?
- How would you feel if you were really in that situation?
- How did you feel when you were given a Climate Opportunity card?

Why is this important?

- What are the key issues explored in the simulation?
- What were the positive interventions and why were they important?
- What will happen if nothing is done about climate change?
- Why do you think millions of people around the world, including CAFOD supporters, are campaigning on climate change?

How can we take action on climate change?

For further activities to engage young people with the *One Climate, One World* campaign, visit cafod.org.uk/secondary/climate

Young people themselves should be directed to cafod.org.uk/greatgeneration

Climate change, poverty and development

For detailed information on the links between climate change, poverty and development, including case studies of real people living in the Global South who are affected by climate change, download the following documents for free from cafod.org.uk/secondary/climate

- *One Climate, One World action guide for young people*
- *One Climate, One World infographic for young people*

For more in-depth information, download campaign resources at cafod.org.uk/campaign, such as:

- *Climate change and vulnerability: pushing people over the edge* report
- FAQs

Climate Broadcasts transcripts

This is the content of the *Climate Broadcast* MP3 documents. These should be read out by the facilitator if it is not possible to play the audio/video content.

Climate Broadcast 1

- **Country:** Ecuador
- **Family:** Mendez
- **Issue:** Deforestation

"Deforestation is having a massive impact on Ecuadorian rubber tappers as well as destroying biodiversity in the rain forest. Ecuadorian rubber tappers are angry with logging companies that are logging trees in the Ecuadorian rain forest where the rubber tappers make their living.

"The Mendez family have been living sustainably in the rain forest for generations. They make their living by extracting latex from rubber trees – the latex is used to make products like rubber gloves and tyres. Logging companies are destroying large areas of the forest to extract mahogany and other hardwoods for lucrative overseas markets.

"The Mendez family and other communities, who rely on the rain forest for their livelihoods, feel powerless when faced with the might of the logging companies."

Climate Broadcast 2

- **Country:** Niger
- **Family:** Chukwa
- **Issue:** Desertification

"International development agencies like CAFOD are growing increasingly concerned about the growing desertification of many regions of world where local populations are already struggling to survive. Areas of Niger that were once green are now turning into dry, lifeless landscapes.

"The Chukwa family are feeling the impact of desertification – they are struggling to find pasture land on which to feed their goats and other livestock."

Climate Broadcast 3

- **Country:** Bangladesh
- **Family:** Dhali
- **Issue:** Rising sea levels – flooding

"Rising sea levels are destroying crops and livelihoods in Bangladesh. The melting of Arctic ice caps is causing sea levels to rise. For countries like Bangladesh this is a major source of concern, as much of the country lies at or just above sea level.

"The impact of the melting ice caps can already be seen – rising sea levels are flooding low-lying rice fields with salt water, destroying crops.

"The Dhali family have worked the fields for generations – if things continue as they are this will be the last generation to make their living in this way.

"The Government of Bangladesh is concerned that rising sea levels may lead to mass migration away from the low-lying areas – but where will people like the Dhali family go?"

Climate Broadcast 4

- **Country:** Bolivia
- **Family:** Lopez
- **Issue:** Melting glaciers

"Scientists have observed that the glaciers in the high Andes are retreating at an alarming rate. This is having a massive impact on families who depend on pasture lands to raise their livestock.

"Without sufficient water from the melting ice the pasture land dries up, leaving very little grazing for livestock. Farmers like the Lopez family are being forced to find alternative pasture land to graze their animals.

"A spokesperson for the Lopez family, Maria Lopez, was reported to have said: 'We have never seen anything like this before – our world is changing before our very eyes – we don't fully understand what is happening but whatever it is - our lives will never be the same again'."

Climate Broadcast 5

- **Country:** Tanzania
- **Family:** Chenge
- **Issue:** Irregular rainfall

"Coffee growers in Tanzania are hit by irregular rain fall patterns.

"Coffee harvests are being affected by the lack of rain in recent months. Coffee producers are getting increasingly alarmed by irregular rainfall patterns. Small-scale producers are being hit the hardest, as they don't have the means to irrigate their land.

"The Chenge family have become increasingly aware of changing climatic conditions. George Chenge, a spokesperson for the local coffee growers, says that changing weather patterns are making life very difficult for small-scale coffee producers. Many of them will go out of business if weather patterns continue to change."

Climate Broadcast 6

- **Country:** Philippines
- **Family:** Navarro
- **Issue:** Storms

"Heavy storms have hit the capital city of Manila in the Philippines. Landslides have destroyed thousands of homes in the shanty towns that surround the city.

"Families like the Navarro family have lost their home and most of their possessions.

"Rescue workers are struggling to reach survivors who are trapped under the debris.

"According to local families storms are becoming more frequent and ferocious – this is the second time in three years that the Navarro family has been hit by storms."