

Keep Cool together in Ukraine and Moldova Workshop-outline

Method Proposals by Julian Gröger, April 2016

1. Getting to know each other

A.) welcome the group in one circle. Let them walk around and form group of 2, 3 or 4 with every STOP and let them talk for 60-90 seconds about questions like: Why are you here? How did you know about this event? What do you already know about Keep Cool? What do you do in your normal time? Which topic in environmental education do you especially care for?

B.) Let them come back in the circle and let them stand in clusters in the room according to the people they already know. Now everybody says shortly where he/she is from and if then which organization they are representing.

2. Brainstorming: Climate Change & Climate Negotiations

Ask the group, use flipchart to visualize the statements

A.) Who is familiar with educational work with climate change? How is it? What does it make so difficult?

Probable answers: It's highly complex. There are no easy solutions, no easy methods for our work. Our lifestyles are in danger – that puts many people in a defensive position. There are many misinformation. It's disturbing the more you know about it...

B.) What do you know about Climate Negotiations?

Probable answers: mostly frustrating results, soft agreements, Kyoto Protocoll 1999 as a first step, Kopenhagen 2009 failed to agree on a new, post-Kyoto treaty, Paris 2015 was a surprisingly good conference but results will be shown by future... Generally there are always high expectations and low outcomes - why? Well, this game tries to explain it!

3. Explanation of rules and the 6 parties of the game

Present the six parties of game and give them some characteristics which they have in real life.

OPEC (Oil producing and exporting countries): interest to sell oil, climate change is not that serious. Nowadays (2016) they are not that strong anymore because they are divided (esp. Saudi-Arabia and Iran) and don't speak with one voice – otherwise the oil price wouldn't be so low.

USA & partners: biggest economy, mostly depending on cheap (fossil) energy. Has the power to trigger changes but doesn't use it that much, wants strong commitments also from China to not lose the pole position in world economy. Has strong climate change deniers at home.

Europe: Has been the leading and pushing region until recently. Now not that strong anymore because divided (Poland e.g. strong depending on coal). Still the best partner for the poor south but losing its pushing and moral power.

Tiger Countries: Recently not blocking all serious mitigation targets anymore, but: also wants right to develop as the west has had it, blames others for historical emissions, wants serious cuts from USA

and more investment money from the west.

Former Soviet Union: if you take 1990 as standard they have declined their emissions due to economy collapse, waits for the west to move and to invest, doesn't trust the west, is depending on selling fossil fuels.

Developing Countries: asks for financial aid, blames the north for their losses and situation, wants chance to development, strong moral power, no economic power, learns to use media and NGOs to get a voice and money.

Rules: to explain the rules you should have a visual flipchart which is visible during the game. You can explain the rules in this order making sure that you can also explain while playing

a.) targets: economic target and one political target (out of two)

b.) difference between black and green factory

c.) the climate – and money

d.) prices of investment – price digression due to technology development (more for new tech.)

e.) catastrophe cards and insurance

f.) steps for one move (on flipchart!): 1 or 2 catastrophes, statements/ negotiation (+ bonus?), investments (starting an innovation, buying factories or insurances), climate recovery

g.) it's a role play! So play your role!

h.) it's a game! So try to win! In order to understand as much as possible from the game, everybody should try to win.

4. Play the game

Before starting: Ask everybody to hold hands and to make sure that in a few moments a role play will start and you should not get offended personally because it's still a game – no matter how impolite or little earth caring the other players might be.

After choosing and getting familiar with the role and the political targets, introduce yourself as leader of the game and as Ban Ki Moon and welcome the delegates in New York at the UN for this negotiation round. Ask everybody to introduce themselves.

USA starts...

... somebody wins – or humanity is down...

Shake hands again and invite them to get out of their role again.

5. learnings from the game

Discuss shortly the game which has just happened: What has happened? Why? Which strategy was successful? How did you feel? Don't take too much time for this discussion. You better give them a break after the game to discuss it among themselves already.

Try now to reach a meta-level where you don't talk about the game which has just happened but about the game in general. What are the general learnings participants can gain from it? Write them down on a flipchart! Important messages are:

- Regions have different targets and different view points on the necessity to change.
- Climate change causes heavy economical losses. We will go through a period of transition.
- Adaptation (insurances) or mitigation (reducing black factories) are the only measures we can do. Directly we cannot improve the climate situation (donating money to the carbon meter).
- Our leaders are trapped into a story of growth. The game forces them with the economical target to make the economy grow. To win the game you cannot say: No, for me three factories are enough. This story of growth causes concurrence for scarce resources (money) and mistrust. Is the trap real? For whom? What could be enough?
- Trust is a big social capital. If partners trust each other (lending money, helping out), the catastrophes are not that heavy and development is easier to manage.
- We will go through a transition period which might cause poverty. Destroying black factories and investment in green technologies will cost resources.
- Long term profits (green technology) are hard to argue when the situation is very intense.
- The climate will recover only very slowly even though there is no black factory on board anymore.
- ...

6. challenges for our society: What's to be done?

If we take the learnings serious and trust in a bottom-up approach (everything we change on the bottom with our surroundings will once reach our leader) there are some learnings for our life and action. Which are they and how can we implement them?

- To tackle climate change we need more trust in society. How can we do that on a very simple day-to-day-level?
- To tackle climate change we need a long term thinking and oriented society. How can we motivate people to think and plan long-term, over generations?
- To tackle climate change we need to free our leader from this growth trap. How can we focus on more quality in life and less quantity? How can we promote a post-growth society?
- ...

7. usage of the game

Discuss what kind of frame is necessary to use the game as a method.

- 6 – 24 persons for one game, perfect number 8-12, so that some teams can work together in case one drops out.
- At least 2,5 hours: introduction 30 minutes, game 90 minutes, reflection 30 minutes
- People aged from 13 years on (if they have patience enough)

Ask who of the participants is eager to run a session with “Keep Cool” and in which frame? Ask them to share impressions, questions and learnings on our facebook page “Keep Cool together: Ukraine & Moldova”:

<https://www.facebook.com/groups/1031004956992453/?fref=ts>

Let's keep in touch and keep cool!

The logo for ECOVISIO features the word "ECOVISIO" in a bold, black, serif font. A small green leaf icon is positioned above the letter 'O' in "ECO".

Contact: Julian@ecovisio.org

www.ecovisio.org