

Keep Cool Eastern Europe Workshop-outline for multipliers

*Method Proposals for Board Game by Julian Gröger, May 2018
by choice of workshop elements 3 – 8 hours*

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. Thinking about Climate Change & Education – optional if many teachers are there or you think a meta discussion on education makes sense

Thought: If Climate Change is one of the major challenges our societies face in this century why don't we know and do more about it? Ask the group which factors make climate change difficult for education purposes. You might come up with these points:

- Complex issue, lack of clear and “simple” messages
- People still might not feel a direct connection/threat to their lives, it's more “invisible” causes and effects
- The consequences we should take from it are not in line with our system (economic growth, capitalism)
 - Strong lobbies against our experts, misinformation
 - It might threaten parts of our lifestyles (shopping, big houses with pools etc.)
 - Still insufficient attractive alternatives available

Hence, this game contributes to a topic that must be included into our education but is underrepresented.

3. Brainstorming: Climate Change & Climate Negotiations

a.) introduction to history of UNFCCC:

As one tool our politics came up with in 1992 is the annually happening Climate Negotiation Conference under the roof of the UN (UNFCCC – United Nation Framework Convention on Climate Change) trying to find agreements and legally binding contracts between the countries.

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 (since 1992 emissions still increased worldwide...) - why? Well, this game tries to explain it!

b.) practical questions about Climate Negotiation:

What are discussed issues and targets/commitments of different countries? Let the participants research in the internet. As one source they can start with www.climatewatchdata.org

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

a.) 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 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, high demand 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, depends 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.

b.) 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

- targets: economic target and one political target (out of two)
- difference between black and green factory
- the climate – and money
- prices of investment – price digression due to technology development (more for new tech.)
- catastrophe cards and insurance
- steps for one move (on flipchart!): 1 or 2 catastrophes, statements/ negotiation (+ bonus?), investments (starting an innovation, buying factories or insurances), climate recovery
- it's a role play! So play your role!
- it's a game! So try to win! In order to understand as much as possible from the game, everybody should try to win.

5. Play the game

a.) with focus on role play:

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 António Guterres and welcome the delegates in New York at the UN for this negotiation round. Ask everybody to introduce themselves. You can give the word to Donald Trump, Xi Jinping, Emanuel Macron/Angela Merkel,

President Putin, President Muhammadu Buhari (Nigeria, Developing World), King Salman ibn Abd al-Aziz (Saudi-Arabia, OPEC) – even stronger with name cards in front of them

b.) just start playing: USA starts...

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

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

6. learnings from the game

a.) reflection in their roles:

What was your strategy? How made you feel the way you feel now?

b.) reflection outside their roles:

Discuss shortly the game which has just happened: What has happened? Why? Which strategy was successful? Alternative: Give a break just after the game. If the game was good people will discuss naturally about it.

c.) learnings from the game for reality:

What are the general learnings participants can gain from it? Write them down on a flipchart.

Important messages could be:

- Regions have different targets and different view points on the necessity to act.
- Climate change causes heavy economical losses. We will go through a period of transition. (For more information on that read Stern-Report, 2006)
- 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 social capital. If partners trust each other (lending money, helping out), the catastrophes are not that heavy and development is easier to manage. Soft skills of our leaders are important.
- We will go through a transition period which might cause lower standards of living and lower GDPs. 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. A steady-state would be if everybody had one black factory – so we don't need to come to zero emission necessarily. Our planet allows us a little carbon budget.
- Our infrastructure right now is not sustainable or in harmony with our ecosystem planet (to many black factories!)
- We should use the money gained from the climate to design the transition: Innovation and building the new economy. If we don't do it by design, it will come by disaster.
- ...

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

a.) theoretical approach for next steps for us:

If we take the learnings seriously and trust in a bottom-up approach (education!), there are some learnings for our life and action. Which are those and how can we implement them?

- To tackle climate change we need more trust and knowledge 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?

b.) practical approach for next steps for us:

Ask the question: What are your black and green factories in your life?

Black (harming climate): eating meat, using electricity from fossil fuel burning, driving a car, flying...

Green (doesn't harm): riding bicycle, eating vegan/vegetarian, shopping local and seasonal, saving energy etc...

How can we use our **fossil earned money** wisely for the transition?

Let the participants come with ideas how they can privately contribute to either weaken their black part, strengthen the green part or use their financial power. People might want to share next steps.

8. Keep Cool Mobile

Introduce the group to the different settings of the online version: up to 50 cities as key actors, all start on same level, 100 years, 2 degrees max. etc.

Prepare the game on www.keep-cool-mobil.de and share the link/code. Put 30 sec per year (50 minutes in total). If possible connect your laptop with a projector so that all can see your screen and follow you and your explanation. While playing there should be enough time to explain, reflect and discuss: What's the difference? What are pros and cons between board game and online version?

9. 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

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 Eastern Europe":

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

Don't forget the participants list and ask who would like to buy a game.

Let's keep in touch and keep cool!

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