Facilitator Guide for the boardgame Getland

Inhalt

Game Description

The state of GetLand, like many other cities, is struggling with environmental problems. The air is bad, traffic noise and congestion affect the quality of life, fossil energies as well as other natural resources are becoming scarce.
But this should change now. With the achievement of different Eco-Missions, the principles of circular economy and sustainability are implemented in GetLand, so that residents can feel comfortable in their city again.
On the way to achieving the eco-missions, the players test
their knowledge of sustainable production and consumption as well as of the climate catastrophe. In the competition for the best solutions, the players practice active citizenship in a creative way.

Introducing the Concept of Circular Economy

The board game "Getland" can also be played without prior knowledge on the topic of circular economy.
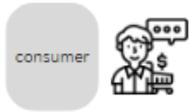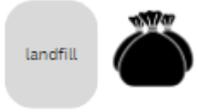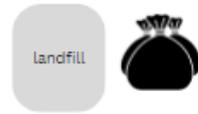
However, we recommend briefly introducing the concept of circular economy before playing the game.

To get an overview of the concept of circular economy by yourself, we recommend our toolkit (p.7-11) created in the Eramus+ project GET. [Link to Toolkit]

With your group of youth, we recommend the following short activities before playing the game.

Activity 1:
Print the following life cycle steps of a product in the linear economy and in the circular economy and let your group put the elements in the correct order.

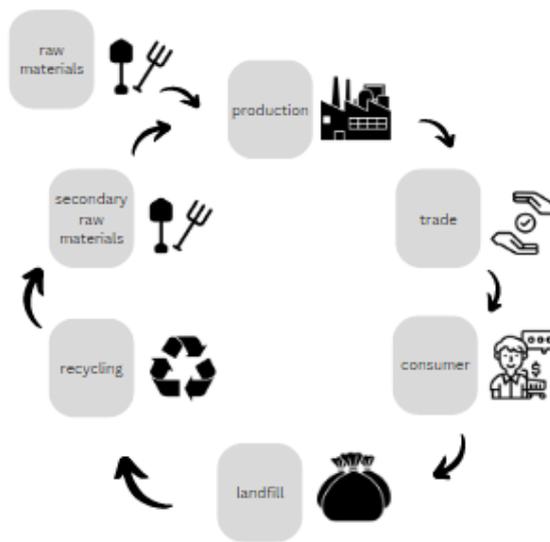| trade	consumer	disposal	landfill
production	raw materials	recycling	landfill
trade	consumer	secondary raw materials	
production	raw materials		
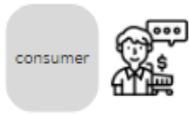
Solution:

linear economy

circular economoy

Questions for reflection with your group:

- What are the advantages of circular economy?
- Do you know products on which the concept of circular economy is already applied?
- Why does the concept of circular economy have the chance to contribute to the mitigation of the climate crisis?

Activity 2:

In the group, collect examples of the 4 principles of the circular economy.

Principle 1: Creating value from waste

Principle 2: Extending the life of products

Principle 3: Secondary raw materials as means of production

Principle 4: Use before owning

Preparing the Game

Option B: Prepare the game materials on your own

3 - 6 players can play on one board. The number of game sets thus depends on the number of groups.

Materials needed per game set (to be provided)

- Game figures (1 per person), e.g. taken from other games or made from plasteline
- 2 dice
- 1 hourglass (1 minute), alternatively stopwatch on a cell phone
- Game Points: therefore, you can take beans, or paper clips, or pebbles, etc. something that is

  easy to get in larger quantities (approx. 50 per game set)

Required materials per game set to print out

Here you can find the PDF with all game materials for printing: [provide link]

- Game board (preferably A3, otherwise A4)
- game rules
- Narrative
- Resource triangles (2 per resource per player, so with 6 players 12 per resource): print out and cut out triangles (size should fit on pie chart of missions) on preferably thick paper/cardboard
- Missions (print on both sides of A4)
- Glossary
- Option A/ Option B card (print both sides and cut out) (for I would rather!)
- Cards
  - ➢ 1 set of cards for up to 3 games in parallel is enough, divide cards on game tables (per category!)
  - ➢ If the cards are played through during the game swap with other game table, so that again new cards are in the game
  - ➢ Print the cards on thick paper or cardboard on the front and back and cut them to size. Laminate for longer durability.
  - Card categories
    - Idea's competition
    - Event cards
    - I would rather....
    - Quiz
    - All guess!

Getting started

Before starting the game (15 minutes)

1. Provide materials at each game table
2. cards:
   a. *Idea' Competition* and *Event* cards each go in an extra pile;
   b. *Quiz*; *I would rather* and *All guess* cards are shuffled well and go together in one pile.
3. read the narrative (one person reads aloud)
4. read through the rules of the game
5. distribute the missions and read them aloud (front side, optional back side if interested)
6. The game can start! (**duration 45 – 90 minutes**)

Glossary

During the game, we have placed value on not disturbing the flow of the game with too long texts and too much information. However, if you want to find out more about a topics raised by the game cards, you can take a look at the glossary. On the playing cards is marked if there is a glossary entry with further information.

Follow Up Activities

Activity 1: Browse through the Glossary

Ask your group which information from the glossary particularly surprised or interested them. The group can take another look at the glossary for this purpose. Give your group 15 minutes to do further research on this topic, either alone or in groups of 2. Afterwards, let your group present the topic they have researched.

Acitivity 2: Idea Competition Reality Check

In the Idea's competitions in the game, creativity is given free rein. Every idea is allowed and welcome. This process is important, because if you don't have to think about the practical implementation at first, there is a chance to open up to completely new ways of thinking and might find solutions out of the box. But at some point there comes a time when an idea should not remain just a castle in the air but should be put into practice.

To do this, you have to check the ideas to see how realistic their implementation is. An idea that turns out to be unfeasible does not have to be thrown overboard right away. Instead, you can consider how to break the idea down to a smaller project that can actually be implemented.

Step 1: Have the youth write down 3 ideas that came out of the Idea Competition that they would like to put into action. These may or may not be the ideas that won the Idea Competition.

Step 2: Quick Check

Consider whether the project is actually feasible. The following questions can help you:

- What is your goal?
- What is the benefit of the project?
- What materials do you need?
- What skills and knowledge do you need?
- Are there any costs for your project? If yes, how high do you estimate them?
- Is your project allowed or could there be problems with the law?
- Which stakeholders would be involved in the project?
- Approximately how much time would your project take?
- What problems could possibly arise?
- What would be your motivation to carry out the project?

Step 3: Your project passed the quick check?

Then this project planning table will help you to plan it more precisely. When filling out the project plan, you will also gain clarity about whether your project idea is actually feasible.

Project name	
Needs assessment: Why is the project necessary/beneficial?	
What ist the goal? Is your goal • Specific • Measurable • Attainable • Relevant • Time-bound	
Who is your target group?	

	task	Material needed, budget	who is responsible	Who could support you? Do you need to ask for permission?	Timetable Until when should the task be done?
Step 1					
Step 2					

Step 3				
Step 4				
Step 5				

Activity 3: Design your own playing cards or mission

Surely the youngsters themselves have lots of creative ideas for an event, a quiz question or an idea competition or a new mission. So why not upgrade Getland with your own playing cards?

On Canva, we've provided card templates for you to fill. [Provide Link to Canva File with empty templates in your language]