

FACILITATOR GUIDE



Cofinanciado por el
programa Erasmus+
de la Unión Europea

Contents

Introducing the Project & the Circular Economy.....	3
Activity 1: The Lifecycle of a Consumer Product.....	4
Activity 2: Circular Economy in Action.....	5
Preparing the Game.....	7
Getting Started	8
Follow Up Activities.....	8
Activity 1: Idea Competition Reality Check.....	8
Activity 2: Design Your Own.....	11

Introduction

Welcome to the GetLand Project

The project “GeT - Gamification, Education and Training designed to activate youth for sustainable choices” was a 21-months transnational cooperation project funded by the Erasmus+ Programme of the European Commission. It was developed to respond to the need for innovative methods to discuss sustainable consumption and links between local actions and global impacts in youth work and Global Citizenship Education.

In addition, it offered youth workers concrete tools for innovative and engaging activities to encourage sustainable consumption and active citizenship amongst youth. During the project, its partner organisations, who are all involved in youth work, in Finland, Austria, Spain and Italy collected, analysed, and disseminated best practices in using games and gamifying in tackling complex issues related to sustainability in youth work. Partners developed a toolkit and this game which enables young people to learn about sustainable consumption in a fun and engaging way.

Game Description

GetLand is a fictional city which, like many other cities, is struggling with environmental problems. These problems include air pollution, traffic, noise pollution and congestion, all of which impact the quality of life. Fossil fuels, along with other natural resources, are becoming scarce. Hopefully, we can change this.

Players complete different Eco-Missions, which are based on the principles of the circular economy and sustainability, to help residents feel happy and safe in their city again. In order to complete the Eco-Missions, players test their knowledge of sustainable production and consumption and the impacts of climate change. Players, in looking to develop the best solutions, also practice and build their active citizenship skills in a creative and fun way.

The Circular Economy

GetLand can be played without prior knowledge of the circular economy, but we recommend a brief introduction to the concepts of the circular economy before playing.

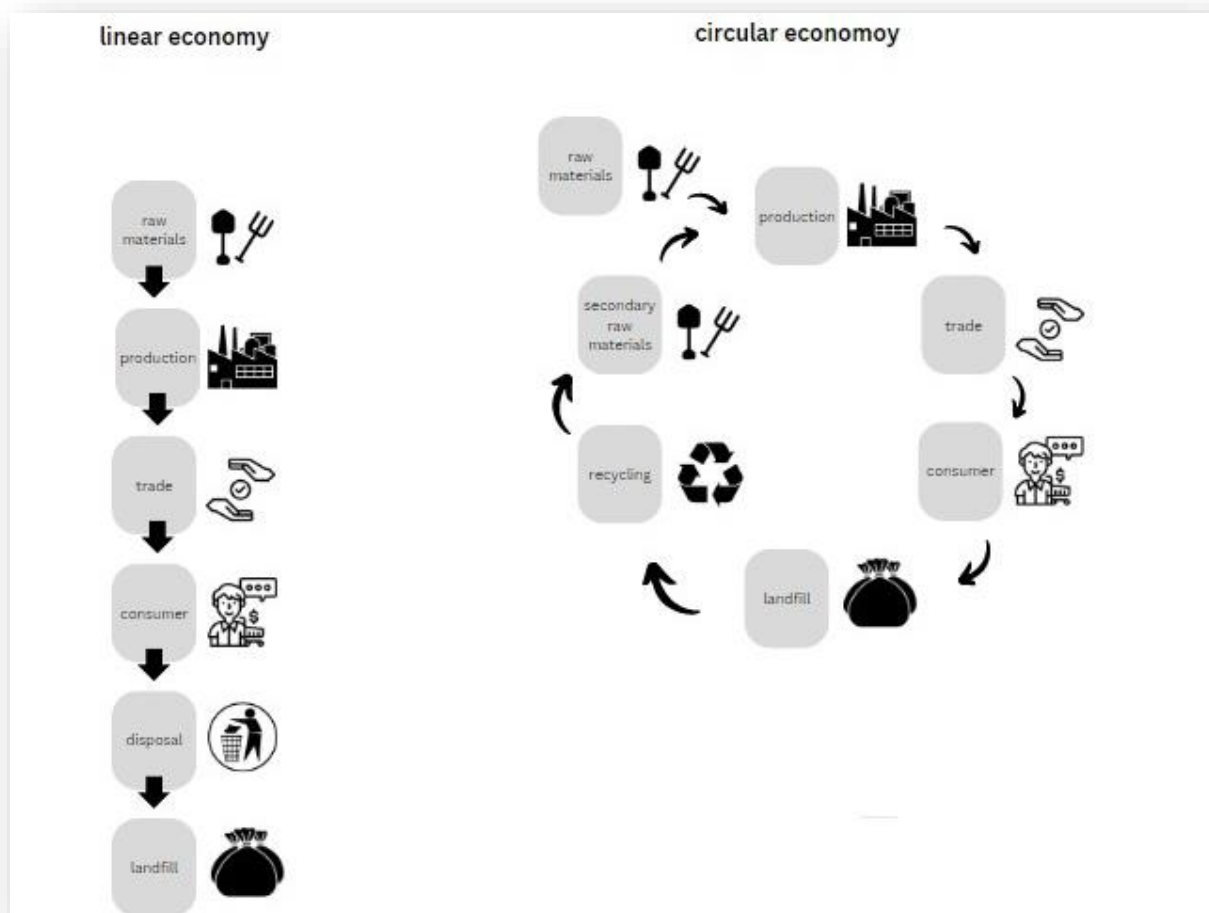
We also recommend that you complete the following two short activities with your group or class to introduce them to some of the ideas that they will encounter in the game.

Activity 1: The Lifecycle of a Consumer Product

Divide your learners into smaller groups of about 4 or 5 people per group and provide each group with a copy of this sheet. These pictures represent the life cycle of our products. Ask each group to put the pictures in order of a linear life cycle and then do the activity again except this time for a circular lifecycle (*please note there will be fewer pictures for the circular lifecycle*).



Solution:



Discussion/Reflection Questions:

- Can you identify some advantages of a circular economy?
- Can you think of any products where the principles of a circular economy are already applied?
- In what ways might the principles of a circular economy help mitigate (decrease) the impacts of the climate crisis?

Activity 2: Circular Economy in Action

Still working in their small groups, ask learners to come up with 2 examples.

(In addition to the ones listed below) that support the following principles of the circular economy:

Principle 1: Creating Value from Waste, for example, making potato planters from old car tires.

Principle 2: Extending the Life of Products, for example, repairing a ripped piece of clothing.

Principle 3: Using Recycled/Repurposed Raw Materials for a Means of Production, for example, using recycled plastic to make a skateboard.

Principle 4: Buying Second-Hand, for example, getting a used bicycle.

	Principle 1: Creating Value from Waste	Principle 2: Extending the Life of Products	Principle 3: Using Secondary Raw Materials as a Means of Production	Principle 4: Buying Second- Hand
Example 1				
Example 2				

Preparing the Game

This game can be played with 3 to 6 players or teams per board and can be downloaded from: <https://eetti.fi/en/getland-boardgame/>

- **Game figures** (1 per person): You can use anything for game pieces, in line with the principles of the circular economy, for example, bottle caps, small rocks, pieces from other games.
- **2 dice** also can be taken from another game or dice app on mobile phone.
- **1 timer** (1 minute), alternatively stopwatch on a cell phone
- **Points:** you can use beans, or paper clips, or pebbles, etc. something that is easy to get in larger quantities (approx. 50 per game set)
- **Game board** (preferably A3, otherwise A4)
- **Rules**
- **Narrative** (*this provides the context for playing the game*)
- **Resource triangles** (3 resources per player, so with 6 players, 18 resource cards): 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 – it is a trifold design)
- **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 is enough, divide cards on game tables (per category!)
 - If all 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:
 - I would rather
 - Quiz
 - Everyone guess
 - Idea generation
 - Event cards

Getting started

Prior to starting the game, provide each game table with the following materials:

1. Cards:
 - a. *Idea' Competition* and *Event* cards each go in their own pile.
 - b. *Quiz: I would rather*, and *All guess* cards are shuffled well and go together in one pile.
2. Read the narrative (one person reads aloud)
3. Read the rules of the game.
4. Distribute the missions and read them aloud (front side, optional back side if interested)
5. Start the Game! (**Duration 45 – 90 minutes**)

Follow Up Activities

Activity 1: Idea Competition Reality Check

In the Idea's Competition part of 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 be open to completely new ways of thinking and might find outside of the box solutions. But there comes a time when an idea should be able to be put into practice.

In order to do this, ideas must be checked to see whether they can be implemented. An idea that turns out to be unworkable does not need to be thrown out. Instead, it can be broken down into a smaller project (or projects) that can be implemented.

Have the youth players 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.

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?
- Who else needs to be involved in the project? Do you need any partners?
- Approximately how much time would your project take?
- What problems could possibly arise?
- Why do you want to do the project?

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 is the goal? <ul style="list-style-type: none">• Specific• Measurable• Attainable• Relevant• Time-bound	
Who is your target group?	

	Task	Material needed, budget	Task allocation	Support, permissions	Schedule
Step 1					
Step 2					
Step 3					
Step 4					
Step 5					

Activity 2: Design your own playing cards or mission.

Adapt the game for your own context. Have players come up with additional ideas for an event, quiz question, idea competition or even a new mission. Upgrade GetLand with your own playing cards designed by your students or learners.

