

Facilitator's Guide to

CRAFTING CLIMATE SOLUTIONS

AN INTERACTIVE WORKSHOP



**The Climate
Reality Project®**

CRAFTING CLIMATE SOLUTIONS: AN INTERACTIVE WORKSHOP

The purpose of this gamified workshop is to encourage players to think creatively and critically when creating climate action plans to tackle specific environmental issues. It is not a competitive game but rather a cooperative one that encourages players to work with their groups to craft impactful projects for their communities. This game was developed by the [Climate Speakers Network](#), a program of The Climate Reality Project that trains leaders from diverse communities across the world to bring the global challenge of the climate crisis down to street level.

This workshop can be facilitated in a virtual setting. Recommendations and adaptations to leading the workshop online can be found in an addendum on page 11.

AGE OF PLAYERS: Ages 12 and up

NUMBER OF PLAYERS: 5-100

The game is designed to be used during a workshop, seminar, or similar event, but it can be repurposed to fit any number of players. Anywhere from one to 10 groups can participate, and each group should include five to seven people. It is important to note that if there are more than 10 groups playing, more materials (issues, resources, and job cards) will need to be created, and more facilitators are recommended.

If you are scaling down the game to only include one group, eliminate Round Two.

The game requires at least one facilitator.

OBJECTIVE:

The purpose of this game is to encourage players to think critically about specific climate issues and develop creative and impactful action plans to tackle the climate crisis locally from diverse perspectives.

Climate projects should aspire to be sustainable, long-term, and impactful. These criteria are used throughout the game to guide players in their brainstorming. All projects should:

- Influence policy and procedures in an ongoing way.
 - Changing and successfully implementing policy change or behavior change *and/or* educating and mobilizing others to engage in the policy making process.
- Have scale of impact through time, engagement, or geography.
 - Time (change lasts beyond intervention effort) *and/or* engagement (spreads beyond initial participants or hub) *and/or* geography (spreads beyond place of initial intervention).
- Have a demonstrable impact on climate change.
 - By reducing emissions or otherwise contributing to the transition to a clean energy economy *and/or* can be shown to have a clear connection to climate action.
- Have a mechanism for sustaining the effort through partnership *and/or* funding.
 - Through self-funding or fundraising

The ultimate objective is to create a project that you can implement in your area that will help combat climate change *and/or* its impacts.

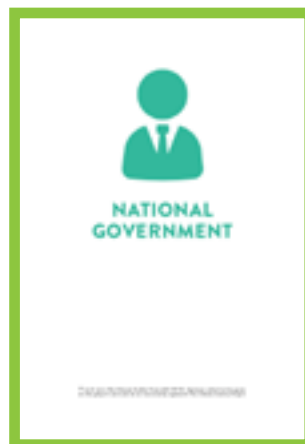
GAME CONTENTS:

1. Job Cards
2. Resource Cards
3. Issue Cards
4. Project Planning Worksheet

In the folder, you will find the following files containing PDFs of the different types of cards needed to play this game. The number of cards used during the game will depend on how many groups are playing. You will use every type of card outlined below, but the number needed per type will vary. A breakdown of this is provided at the end of this section.

1. [14 unique jobs](#)

- Job cards are used to divide players into their groups and are to be distributed at random. All players with the same job card become one group. These cards are necessary in creating the group for the game, but also add an additional challenge. Groups must use the perspective of their job when designing their climate project plan. This helps players think about the benefits and challenges of tackling climate change from different angles. For example, different job cards include local start-ups, local government officials, university research groups, and federal government officials.
- You can either use the jobs provided or [make your own](#).
 - The list of jobs we have provided are:
 - » **United Nations Framework Convention on Climate Change**
 - » **Local city/municipal government**
 - » **Federal government**
 - » **Multinational corporation**
 - » **International NGO**
 - » **Local start-up**
 - » **Silicon Valley technology company**
 - » **Legal firm**
 - » **Newspaper or media outlet**
 - » **Marketing or public relations firm**
 - » **Multinational consulting firm**
 - » **Local NGO**
 - » **University professor or research group**
 - » **Radical environmental group**



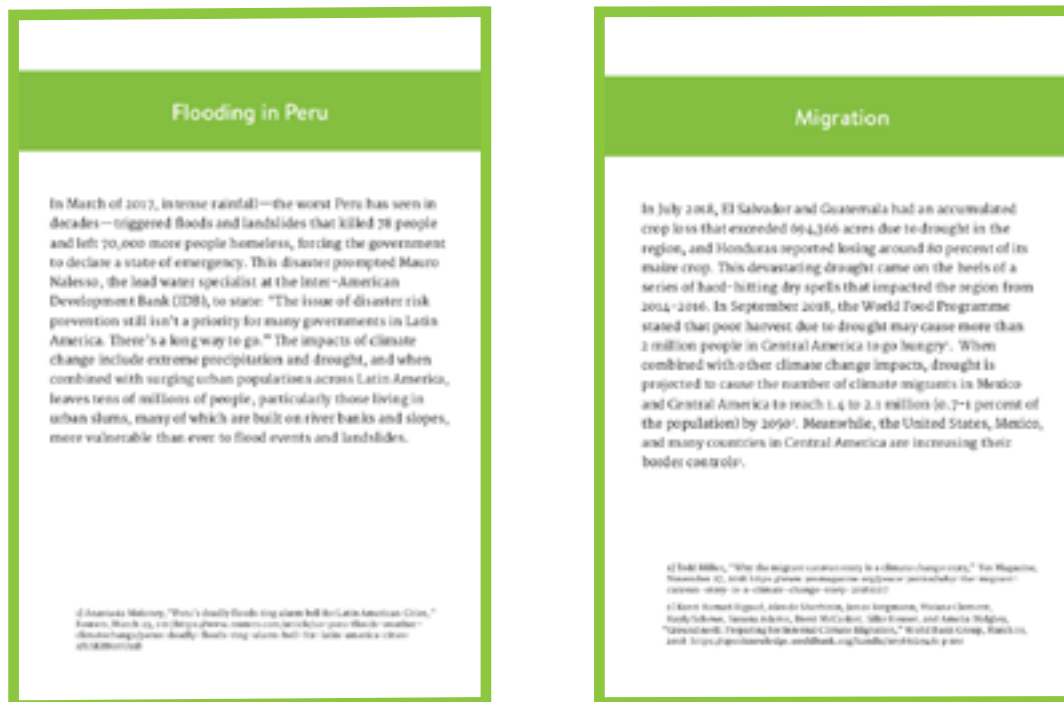
- A useful tip for [making your own job card](#): jobs can range from private corporations to nonprofits and governmental entities. Think about which perspective the people playing the game would most benefit from. For example, if you are facilitating this game to a workshop that aims to encourage climate action in your local community or region, think about which roles your community's climate fight would benefit from (maybe a specific local organization or governing body).
- The number of job types needed will equal the number of groups that will play. One job card per person playing will need to be printed.

2. [84 resource cards](#)

- Players will use the resources they are given to create their project plans. Groups are expected to use all of their resource cards. Each group will be given five cards in Round 1 and an additional card in Round 2. Resource cards have been broken into four categories: People, Technology, Money, and Miscellaneous. Because cards are handed at random, groups will not necessarily receive resources from each category.
- Resources range from realistic to unrealistic, and climate-related to completely random. The diversity of resources is to inspire creativity when designing projects. It is important to remember that a purpose of the game is to encourage players to think about their own set of resources when designing a solution to a climate project in their community—especially resources they have access to that they did not think to associate with climate action.



- You can either use the premade resource cards provided in the game kit or [make your own](#).
 - If you [make your own resource cards](#), remember that these cards are your opportunity to be creative and foster innovation amongst participants. They can be as unrealistic or realistic as you would like. It is especially useful if you choose resources that are relevant to your game audience.
- The number of resource cards needed will depend on how many groups play. Each group will only play with a total of 6 cards. You will only need to use all 84 cards if 14 groups are playing.




3. [Issue Cards](#) (1 issue card per team)

- The goal of the game is to address and solve the issue outlined in the card your group is given. Every group will be handed one issue card. You can choose whether each group will solve a different issue from other groups, or if every group will solve the same issue. Each card delves into a climate change issue that is relevant to the players. For example, they are regionally focused, or address problems that are relatable to your players. Some of the cards we developed for past workshops were topics that may not seem to immediately be associated with climate change, but instead address climate change's impact on something else (for example, kidney disease in farmers who are increasingly exposed to long stretches of extreme heat because of the climate crisis).

- You can either use premade issue cards or research case studies to [make your own](#).
 - If you choose to [make your own issue cards](#), it is important to understand the context of climate change in your community and to focus on human impacts.
 - Consider the intersection between the climate crisis and the following issue areas:
 - » **Gender, mental health, disease, water, art, startups, transportation, policy, the economy, and food security.**
 - And importantly, remember to keep in mind that your issue needs to be one that a project can be formed around.





CLIMATE SPACES NETWORK
a climate resilience project

The goal of this game is to develop a creative climate action plan with your team that helps mitigate or adapt to the problem detailed on your issue card.

1. Everyone takes one job card. Find your team with the same job.
2. Pick one issue card and five resource cards.
3. Make a plan using the resources allotted, through the lens of your job or organization. The plan can be as detailed and creative as you want it to be. In order for the plan to be impactful in the long-term, you can use the following criteria as starting guidelines:

Your plan should:

- 1. Influence policy & procedures in an ongoing way**
 - o Changing and successfully implementing policy change or behavior change and/or
 - o Educating and mobilizing others to engage in policy making process
- 2. Have scale of impact through:**
 - o Time- change lasts beyond intervention effort and/or
 - o Engagement- spreads beyond initial participants or hub and/or
 - o Geography- spread beyond place of initial intervention
- 3. Have a demonstrable impact on climate change:**
 - o By reducing emissions or contributing to the transition to a clean energy economy and/or
 - o Can be shown to have a clear connection to climate action
- 4. Have a mechanism for sustaining the effort (where necessary) through:**
 - o Partnership and/or
 - o Funding (self-funding or fundraising)

Job Issue 	Resources 1. 2. 3. 4. 5.
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YOUR PLAN

Does your plan:

- ☐ Outline a clear goal?
- ☐ Influence policy and procedures in an ongoing way?
- ☐ Have scale of impact?
- ☐ Have a demonstrable impact on climate change?
- ☐ Have a mechanism to sustain itself through partnership or funding?
- ☐ Satisfy the perspective of your Job Card?

4. [Project Planning Worksheet](#)

- Every group will be given a two-page worksheet to guide their brainstorming and project planning. The first page outlines the project criteria their plans should address. These should be explained to all the players at the beginning of the game so that groups have an understanding of what makes a climate project sustainable and impactful for the long term. The second page is a worksheet that players fill out. Each group should write their job, issue title, and five resources. As groups figure out their plan, they can fill out the Plan section. This will be useful when groups report out their projects to all the players.
- Useful questions have been included on the bottom of the second page. Remind players they should ask their groups these questions as they think through a solution for their climate issue.

Breakdown of cards needed depending on number of groups playing:

Remember that an ideal group size is five to seven people. If the number of people playing the game is 30, you should plan for five to six groups. Alternatively, if you are playing with a small group of three to six people, you only need to supply cards for one group.

- If 1 group of six people is playing, you will need:
 - 1 job card type
 - 6 resource cards (chosen at random)
 - 1 climate issue card
 - 1 project planning worksheet

Multiply the above amounts by the number of groups you plan to have. For example:

- If five groups of six people are playing (for a total of 30 players), you will need:
 - 5 job card types, each printed six times for a total of 30 printed cards
 - 30 different resource cards (6 per group)
 - 5 climate issue cards (one per group)
 - 5 project planning worksheets (one per group)

GAME SETUP:

The game requires at least one facilitator to explain the project criteria, hand out the cards, provide instructions, and lead the discussion at the end of the game. Ensure you have a facilitator ready before you begin the game.

Once you determine how many players will participate in the game and how many cards are needed, the initial setup will be dividing players into groups. You will do so by handing out one job card per person at random so that they can divide themselves up into their groups accordingly. Each person with the same type of job will become a group. For example, every person who receives a “Local Start Up” card will form one group, and those who receive a “United Nations Framework Convention on Climate Change” card will form another. Remember that the jobs will also provide groups with context for their specialty when addressing their climate issue.

Next, hand each group one issue card at random, and five resource cards with which to address their issue. A useful tip: you can fan out the cards and allow the group to choose five, or simply shuffle the cards and hand five cards to each group at random.

Hand out one project planning worksheet to each group.

Below, we will break down each round of the game.

HOW TO PLAY:

Designate one facilitator to lead the players through the game and discussion.

This game includes two rounds and a concluding debrief. The timing included is simply a suggestion, and can vary depending on how much time the group has available to play.

Set Up (20 Minutes)

1. Facilitator distributes one job card per person.
2. Participants break into groups based on their job cards. Every player with the same job card type will be in the same group (for example, all of the NGO cards will group together). Groups should be five to seven people.
3. Facilitator distributes one issue card and five resource cards to each group, completely at random.

Round One (30 Minutes)

1. Groups are instructed to create a plan through the lens of their job and to use all of the resources. Participants use the project planning worksheet to brainstorm the project.

Round Two (30 Minutes) – *This round will bring fresh perspectives into each group by switching people around. It will also give groups a new resource to complete their project plan. (*Note: If playing with only one group, skip this round.)*

1. The facilitator creates a pile of job cards. This pile will only have one of each job type. For example, if there are five groups and five different job types represented, then the pile will only have five different cards.
2. Facilitator “fires” one person in each group. This person is chosen at random by the facilitator.

3. The person who is “fired” takes a new job card from the pile created in step 1. Ensure that they do not choose their old job card (i.e. every person fired must have a new job identity). Their new job card determines the new group they must move to. The facilitator may have to assist the player in locating their new group. Each group should have lost and gained one new person.
4. The facilitator divides all the resource cards into their respective categories (People, Money, Technology, and Miscellaneous).
5. The facilitator hands out one resource card to each group. Groups may choose which category of resource they want.
6. Groups have the remaining time to adjust their plan to incorporate the new resource. The facilitator should explain to the group that the new person added to their group may have a fresh perspective or new insight that they should discuss.

Presentation and Debrief (30 Minutes)

1. Each group presents their project plan to the room. If you are running low on time, choose a couple of groups at random to present.
2. After groups present, allow time for discussion and reflection. Some example facilitating questions are:
 - a. *Although this game appears to be unrealistic, what lessons can we take away for project planning in our own communities?*
 - b. *What challenges came up when discussing solutions with your group?*
 - c. *Why do you think I (the facilitator) fired someone from your group? Does this reflect real-life project planning?*
 - d. *What kinds of resources do you have access to that could be similar in how you plan for a climate project?*
 - e. *Was it difficult to take into consideration all of the project criteria outlined in the worksheet? Which criteria were easier to account for?*

If you have any questions about this game, do not hesitate to reach out to the Climate Speakers Network team at CSNinfo@climatereality.com.

ADDENDUM: FACILITATING THE WORKSHOP VIRTUALLY

This game was developed in 2019 before the global COVID-19 pandemic fundamentally changed our ability to gather in-person, particularly in groups. While the game does not lend itself perfectly to a virtual framework, we wanted to offer several recommendations and/or adaptations so that facilitators can continue to run this workshop in a safe and engaging way. If you have any ideas on how to effectively facilitate and play this game virtually, let us know at globalshapers@climatereality.com.

Game Setup

Since the majority of this game is played in groups, be sure to utilize an online meeting platform that allows for breakout rooms (such as Zoom). If your platform does not allow for breakout rooms, create and send individual meeting IDs for the smaller breakout groups (one per group).

Once you determine how many players will participate in the workshop and how many cards are needed, the initial setup will include dividing players into pre-assigned groups. Assign one group representative per group.

Create an online chat group (such as WhatsApp) with the group representatives to maintain contact throughout the workshop. You can also create a separate group with all players as well.

Once you've pre-assigned all players into their groups, send out an introductory email. The email should include the meeting information (meeting ID for larger group, meeting ID for the attendee's breakout group if needed, and WhatsApp link), the project planning worksheet (which will likely be an online slide presentation), and a pre-designated job card to each attendee. Make sure to communicate with the group representative that they will be the point of contact between the facilitator and their group during the workshop. Note that the resource and issue cards will be distributed to the group representative during the workshop and not prior.

Useful tip: If you are interested in offering participants access to all of the project planning brainstorms from each group, you can create a shared Google deck where each group has their own editable slide. Groups can fill out their slide (with all of the project planning questions) and can skim other plans during and after the workshop.

Introduction

Introduce the game while everyone is together in the main session. It is important to gather all of the participants in one virtual room to introduce the purpose of the game and offer instructions on how it will be played virtually.

Explain the project planning worksheet and how it will be used. Outline the purpose of the job cards and the resource cards. It is important to ensure that all participants understand the game and how it will be played.

Once the group understands the purpose and goals of the workshop, send the participants into their group's breakout rooms. If using a platform where breakout rooms are not an option, have participants leave the meeting and log onto the second link (which you should have provided in the introduction email).

Round 1

Once the participants are in their separate rooms, the facilitator should message each group representative to distribute six resource cards and one issue card. The facilitator can either select the resources for each group or use a random card generator.

Once each group has been assigned an issue card and five resource cards, each group creates a plan through the lens of their job that utilizes all of the resources. It is highly encouraged that each group uses a document sharing platform (e.g. Google Docs or Slides), so that all of the members of the group simultaneously edit their project planning worksheet.

Round 2

There are two options for facilitators:

1. You can choose to eliminate this round entirely and move on to the presentation and debrief section. We recommend this option. If you decide to skip this round, each group will need to have decided who will present their plan. Consider adding approximately 10 minutes to Round 1 for groups to finalize their project plans.
2. The second option is to keep Round 2. This means the facilitator must “fire” one group member, and provide every group with an additional resource card.

- a. The facilitator will pre-determine the group member who will be “fired” and which group they will go to. Note that the group member to be fired should not be the same as the group representative.
- b. This member will be chatted via WhatsApp that they have been fired and the facilitator will give them the link for the new group or place them into their respective breakout room if using Zoom.
- c. Once the groups have been settled, the facilitator will distribute one new resource card to each group. The facilitator will chat each group representative one new resource card.
- d. The groups will incorporate the new resource into their project plan.
- e. The groups will finalize their project plan and designate a member to present it to the larger group.

Presentation and Debrief

The facilitator will bring everyone back together either via chat or, if using Zoom, closing the breakout rooms.

Facilitator will determine the order the groups present in. One member of each group will present to the larger group. That member will share their project planning worksheet on the screen, using the share screen button.

Once the groups present, allow time for discussion and reflection. Some example facilitating questions can be found on page 10 of the game instructions.



Founded and chaired by former US Vice President and Nobel Laureate Al Gore, The Climate Reality Project is dedicated to catalyzing a global solution to the climate crisis by making urgent action a necessity across every level of society.

Today, climate change is standing in the way of a healthy tomorrow for all of us. But we know that practical solutions are right in front of us. We can create a healthy, sustainable, and prosperous future by making a planet-wide shift from dirty fossil fuels to clean, reliable, and affordable renewable energy. At Climate Reality, we combine digital media initiatives, global organizing events, and peer-to-peer outreach programs to share this good news with citizens everywhere and build overwhelming popular support for policies that accelerate the global transition to a clean energy economy.

To learn more, visit www.climaterealityproject.org.