



# Climate Change Conversation Game

for groups of 2-4

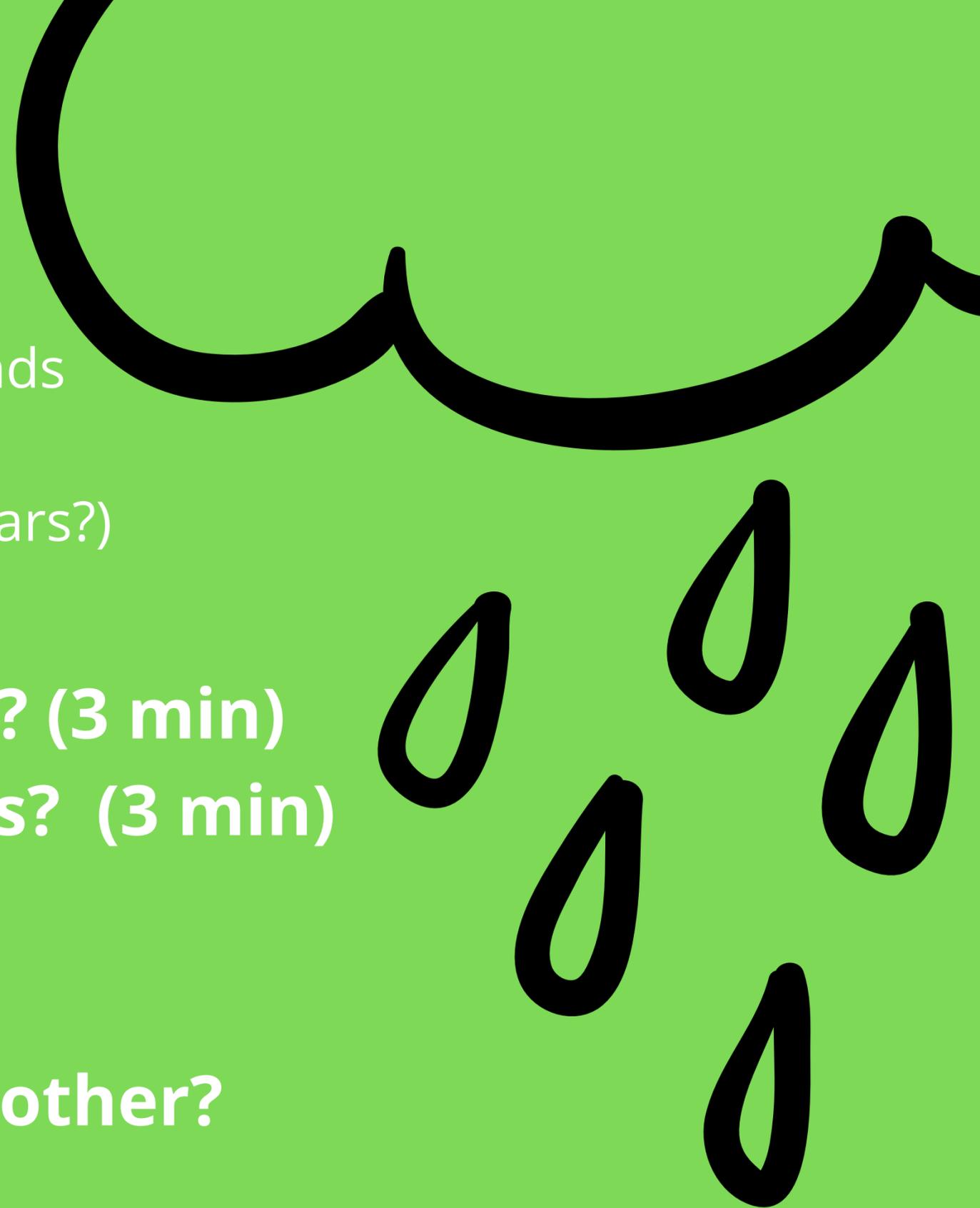
Each round has a suggested time attached to it. These times are strong suggestions; abide by them if it is useful, ignore them if it is not. It's helpful to note that silence is welcome in these games, even to an uncomfortable degree. You don't need to be speaking to be thinking.

# Round One

All together. Complete each of the following rounds while speaking only in questions:

(example: How much rainforest will be left in 20 years?)

- **What are your environmental fears? (3 min)**
- **What are your environmental hopes? (3 min)**
- **What are you willing to do for the environment? (3 min)**
- **What are you willing to do for each other? (3 min)**

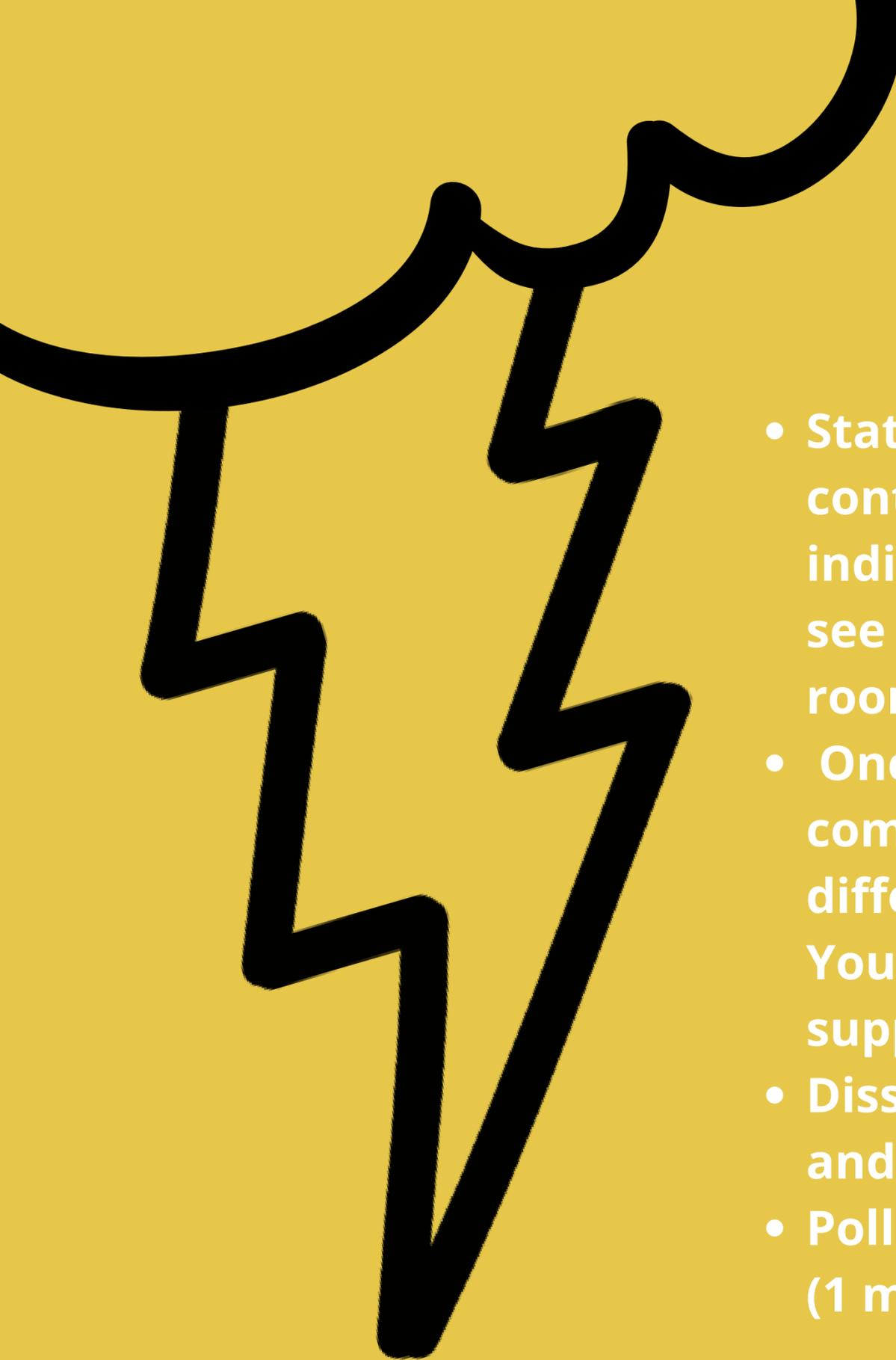


# Round Two

One player at a time

- **State something you believe about the environment. Then, beginning with “on the other hand...” convince yourself otherwise. (2 min)**
- **Defend your new stance against the rest of the groups questions (3 min)**
- **Once everyone has gone through steps one and two, have a polyphonic conversation in which players simultaneously defend their new stance and challenge each other’s stances. A polyphonic conversation is one in which everyone is both listening to each other and speaking all at once rather than one at a time; think, Thanksgiving dinner. (3 min)**





# Round Three

One player at a time

- State something you believe about climate change that is controversial (ie “offsetting carbon emissions is pointless for individuals” or “Flying in airplanes is immoral”). Poll the group and see who agrees with you. In order to progress, you must first find room for disagreement. (as long as it takes)
- Once you have found a divisive topic, defend your stance with “It’s complicated but \_\_\_\_ (divisive topic) \_\_\_\_\_ does(n’t) make a difference because...” You MUST state three reasons/examples. You may recruit anyone in the group who agrees with you to help support your cause. (5 min)
- Dissenters must rank the arguments from least to most convincing and why (2 min)
- Poll the group. Has anyone changed their minds? Why or why not? (1 min)

# Round Four

All together

- **Take 10-15 minutes to research a plant native to the area you are currently in. Keep your plant name secret (10-15 min)**
- **Take a walk and silently reflect on what you have learned about said plant. Try to embody your plant; how it moves, responds to light, responds to air, responds to other stimuli, sets down roots, grows, etc. Think and move like your plant. (5 min)**
- **Each player: speak as your plant (without naming yourself) to the group. What would your plant say in a conversation with other plants? (2 min)**
- **Have a polyphonic conversation speaking as your plants**
- **(2 min)**

**Bonus rounds: do all of the above in relation to non-native plants in the area that compete for resources with your native plant.**





# Round Five

All together

**What effect do each of the following concepts have on environmental activism?**

- **Rugged Individualism (2 min)**
- **Collective Action (2 min)**
- **Sexy Climate Change (2 min)**
- **Shame (2 min)**
- **Adaptation (2 min)**
- **Kindness (2 min)**

**Bonus rounds: have players add topics of their own.**

This game has been developed in partnership with:



 Marsh-Billings-Rockefeller National Historical Park

 @marshbillingsnps

 <https://www.nps.gov/mabi/index.htm>

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