

5. Act to Adapt

Real World Goals

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| 1. Act to Adapt | Explore how extreme weather and climate could impact your community. Negotiate to prioritise vulnerable resources and determine action, through a giant board game. [45 mins] |
| 2. Choose your Resources | As a group, choose a final set of priority community resources that are vulnerable to extreme weather and climate, and that you wish to adapt in real life. [15 mins] |

Preparation

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| Materials | <ol style="list-style-type: none"> 1. Vote cards - 40 pieces of scrap paper roughly 10 x 10 cm 2. Resource cards youth created in session 4; if fewer than 30 then add premade resource cards to make a total set of 30 3. Sheets of paper – A4 size |
| To Do | <ol style="list-style-type: none"> 1. If possible, appoint a co-facilitator 2. Make a 'Resource chart' on the wall, with 2 columns 'Hazard' and 'Community' 3. Write the top 5 hazards identified in session 3 on pieces of paper. Stick these down the side of the resource chart |



Resource chart

Activity 1 – Act to Adapt

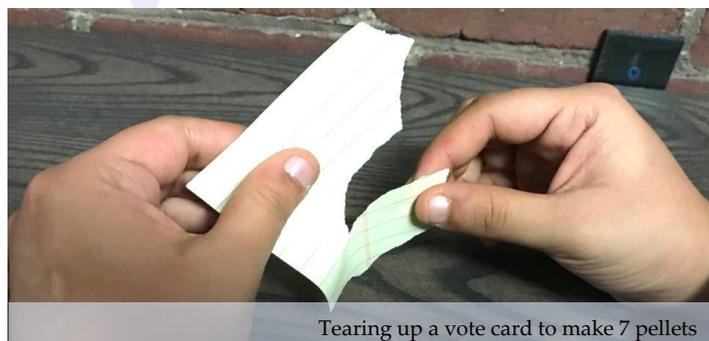
Instructions

1. Give everyone a vote card.
2. Every player should have their own resource card that they illustrated.
3. Ask youth to make a big circle and remember that this is their spot for the game.
4. Make the community:
 - a. The first player reads out their resource and places it picture side up in the middle. They then return to their spot in the circle.
 - b. The second player repeats step A. Continue for all players.



Your community! Resource cards spaced out across the circle

5. Pick 2 players to be on the hazards team (Pick 1 if the group is less than 15)
 - a. These players should not be near each other in the circle
6. Remove the hazard team's resource cards from the circle
7. Hazard team players should tear up and crumple their vote cards into 7 pellets
 - a. Demonstrate how to do this as quickly as possible



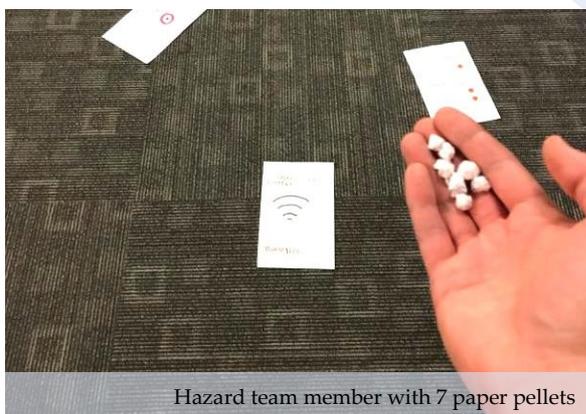
Tearing up a vote card to make 7 pellets

How to win the game

1. The team with the most resource cards at the end is the winner.
 - a. Hazard team represents the top 5 hazards from session 3. It aims to destroy as many resource cards as possible. Destroyed resources go to the hazard team.
 - b. Community team aims to adapt as many resource cards as possible. Undestroyed resources after 5 rounds are kept by the community team.
 - c. The game ends after 5 rounds (not including the practice rounds).

How the hazard team gets cards

1. Reveal one of 5 hazard cards.
2. Using the paper pellets that you tore up as a demonstration say the following:
 - a. Pellets represent the hazard (e.g. flood). Staying in their positions, the hazard team throw the pellets on the resource cards. Pellets must be thrown all at once.
3. Explain that resource cards are destroyed if a pellet lands on them.
 - a. Demonstrate how to throw the pellets all at once.
 - b. 'If a resource card is destroyed by the hazard team, it is removed from the floor. The hazard team wins that card - the facilitator should move it to the resource chart, under the hazards column and next to the specific hazards for that round.
 - c. Whoever's name is on the destroyed resource card joins the hazard team. When a player joins the hazard team, they should tear up their vote card into 7 paper pellets (not more!).



Hazard team member with 7 paper pellets



Hazard team throws 7 pellets all at once at resources

How the community team gets cards

1. There are 2 ways the community team can adapt resource cards:

COMMUNITY ACTIONS: Protect cards for the rest of the game.

To take a community action, place your vote card on a resource card in your community circle. For the card to be adapted it must receive votes from one third of the community. The adapted card is then moved to the community section of the resource chart, next to the hazard for that round, and it is adapted for the rest of the game.'

No. of community players	9	10-12	13-15	16-18	19-21	22-24	25-27	28-30
No. of votes for community action	3	4	5	6	7	8	9	10

INDIVIDUAL ACTIONS: Protect cards for one round only.

To take an individual action, give the vote card to the facilitator and flip over one resource card. On the back of each card are bubbles. For flipped cards to be destroyed by the hazard team, the number of pellets that land on it must be more than or equal to the number of black bubbles. For example, a card with 3 black bubbles now needs at least 3 pellets to land on it, to be destroyed. Individual actions only last one round. At the end of the round cards will be flipped back.

Practice round 1

1. Reveal a hazard that will impact the community – any hazard from session 3.
2. Community team has 60 seconds to discuss what action they should take:
 - a. Players cannot move from their spot in the circle.
 - b. Players should think about which resources are both important and vulnerable to the hazard for that round.
3. Get opinions from the community team on what to adapt. Ask:
 - a. 'Raise your hand if you think a specific resource should be adapted.'
 - b. Ask for their answer, and ask others to raise their hand if they agree
 - c. Repeat this 3 times
4. Choose half of the players to take community actions.
 - a. They place their vote cards on the resource cards they want to adapt
 - b. Remind them how many votes are needed to adapt a card (see table)
5. Count the vote cards on each resource card. If there are enough to make a community action to adapt the resource, move the card to the resource chart under 'community' and next to the specific hazard for that round.

6. Choose half the players to take individual actions.
 - a. Players hand the facilitator their vote card.
 - b. They can then flip over a resource card of their choice.
7. Have the hazard team throw their pellets!
 - a. Move destroyed cards to the resource chart under 'hazards' and next to the hazard for that round.
8. Players with destroyed cards join the hazard team.
 - a. They should make 7 pellets from their vote card.
9. Flip cards adapted by individual actions back over, so the picture is upwards.
10. Re-distribute the vote cards, so each community member has 1 vote.

Practice round 2

1. Reveal the hazard (any hazard from session 3) that will impact the community
2. Community team has 60 seconds to discuss what action they should take:
 - a. Players cannot move from their spot in the circle.
 - b. Players should think about which resources are both important and vulnerable to the hazard for that round.
3. Get opinions from the community team on what to adapt. Ask 3 times:
 - a. 'Raise your hand if you think a specific resource should be adapted.'
 - b. Ask for their answer, and others to raise their hand if they agree
4. This round community team can now choose themselves whether to take an individual or community action. On the count of 3:
 - a. If players want to take a community action, they will step forward
 - b. If players want to take an individual action they will stay where they are
 - c. Have everyone close their eyes and count '1, 2, 3'
5. Players that stepped forward to take a community action will act first:
 - a. They place their vote cards on the resource they want to adapt
 - b. Remind them how many votes are needed to adapt a card

No. of community players	9	10-12	13-15	16-18	19-21	22-24	25-27	28-30
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6. Count the vote cards on each resource card. If there are enough to make a community action to adapt the resource, move the card to the resource chart under 'community' and next to the hazard for that round.
 - a. NOTE: If the community team did not have enough votes to adapt a card, point this out. Suggest that next round they may want to better communicate or may want to take an individual action instead.
7. Individual actions are taken next.
 - a. Players must hand the facilitator their vote card.

- b. They can then flip over a resource card of their choice.
- c. NOTE: If no individual actions were taken ask them why.
8. Hazard team throws their pellets!
 - a. Resources with pellets on are destroyed. Move them to the resource chart under 'hazards' and next to the specific hazard for that round.
9. This is the end of the practice round. Move all the cards from the resource chart back to the community circle. You will now play for 5 rounds.

Play the Game

Completely reset the game. All players will need a vote card. There should be 2 hazard team players to start (for groups of 15-30). You will play for 5 rounds.

Summary steps of each normal round

1. Give each player on the community team a vote card.
2. Reveal the hazard that is going to hit the community.
3. 'Community team: without moving, discuss which resource to adapt'.
 - a. Give them 30 seconds to discuss - (no longer).
4. Making the choice: 'Community team you need to decide whether you will take an individual or community action. Everyone shut your eyes. I will count '1, 2, 3, go'. If you want to take a community action when I say go, then take one step forward. If you want to take an individual action, then stay where you are.
5. Count; '1, 2, 3, go!'
6. Players who chose community action should place their vote cards. To adapt the resource card, they need 1/3 of the community to vote on it.
 - a. Remember you will need 'x' cards to adapt the resource
7. Players who chose individual action should give the facilitator their vote card and then flip one resource card over. They return to their place in the circle
8. Hazard team throws their pellets!
 - a. Resources with pellets on them are destroyed. Move them to the resource chart under 'hazards' and next to the hazard for that round.
 - b. The players that initialled the destroyed cards join the hazard team and tear their vote cards into 7 pellets each.
9. Hazard team pick up the pellets – 7 each.
10. Flip cards adapted by individual actions back over.
11. Give the remaining community team members their vote card back.
12. Play 4 more rounds revealing a new hazard each round.

Declare a winning team

1. Add remaining cards in the community to the resource chart under community
2. Count hazard team and community team cards. The team with the most wins!

Debrief

1. Ask youth to discuss the below with the person next to them:
 - a. What did you experience in this game? Ask youth to think about community actions compared to individual actions? Hazards becoming bigger or smaller? Did you have a strategy?
 - b. Look at the resource chart. Were there any cards that were destroyed that you wish you could have adapted?
2. Pick 1 or 2 of these cards and show the systems on the back. Ask what would happen if these systems were impacted in your community?



Discussing adapted and destroyed resources

Activity 2 – Choose your Resources

1. Divide youth into 6 groups.
2. Give 3 minutes to choose the resource card they think is most important to adapt to extreme weather and hazards in their community. Ask youth to:
 - a. Think about what is important to you as youth, but also to think about the different groups of people in your community.
 - b. Think carefully as in the next session you will make a real-life action plan to adapt the resource. Each group shares their decision.
3. Put the chosen 6 resource cards to one side, ready for the next session.

Session 5 Closing

1. Congratulations, we have completed session 5 of Y-Adapt!
2. We have seen how important resources in your community are vulnerable to specific hazards.
3. We have seen how climate change will increasingly make extreme events more intense and more frequent. And we have seen that you can adapt your community by acting alone and by acting together.
4. In our next session you will plan your adaptation action for your community.