



European Footprints: Climate Action Simulation Game

Workshop for 15-18 yo

Proposed workshop

The **Climate Action Simulation Game** takes place during a fictitious climate summit organised by the United Nations Secretary-General, gathering influential stakeholders to urgently address climate change. The participants are divided into groups and represent the interests of the stakeholder group they have been assigned to. They have to elaborate their position to defend during the climate summit, interact and negotiate with the other groups to reach a compromise and agree on new commitments to tackle climate change.

The whole simulation game is based on the principle of “**staying in character**”: during the simulation, the participants are no longer students, but become what they represent. They will not discuss climate action on the basis of their own personal beliefs, but on that of the group they represent. To do so, participants will have to have a good knowledge of the positions and the interests of the group they represent – which will be summarised in the briefings prepared by European Footprints.

The purpose of this simulation style workshop is to promote understanding of Climate Action and the global Sustainable Development Goals (SDGs), self-reflection and raising awareness on the importance of an environmentally and socially responsible lifestyle, while using informal learning methods, based on active participation.

A more complete explanation of the development of the game can be found in the annex below.

Workshop outline

The workshop is aimed at young participants who want to learn more about:

- Sustainability and socially, economically, and environmentally responsible lifestyles (including the SDGs);
- Simulation games, representation of specific policy interests and negotiation skills.

The objectives of the workshop are:

- To pass on knowledge and information about sustainable lifestyles and SDGs using non-formal and informal educational methods;
- To inspire youth to become active citizens and take part in shaping the society around them;
- To share good practices on how to best communicate the SDGs;
- To provide the youth with media literacy, communication and problem-solving and negotiation skills which they can use in everyday lives as well as in their activism.

Format

- Duration: 2h-2h30min
- Environment: in person/online (according to current COVID-19 measures)
- Number of participants: 10-30
- Technical support: Some technical support may be requested to the host organisation (e.g. access to microphone and camera by the participants).

Context

European Footprints is a youth initiative based in Brussels, whose members come from all over Europe. We aim to raise awareness about the footprints we leave behind by sharing positive stories on sustainability. Participatory workshops are one of the activities carried out to raise awareness of sustainability and SDGs to young people in Belgium. The activity is funded under the European Solidarity Corps programme.

Contact

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Annex: The Climate Action Simulation Game

The Climate Action Simulation Game takes place during a fictitious climate summit organised by the United Nations Secretary-General, gathering influential stakeholders to urgently address climate change.

The game is run by 2 facilitators from European Footprints, acting as the UN Secretary-General and Deputy Secretary-General who have convened the summit. Other members of European Footprints will help co-facilitating the game. The help and support of a tutor/teacher who knows and interacts regularly with the kids would be appreciated, in order to make the most out of the skills of the participants and prepare the best possible experience for them.

The participants are divided into six teams that represent different global stakeholders of business, government, and civil society who can influence climate solutions. The typical groups to include are:

1. **Conventional Energy** – coal, oil, natural gas and nuclear energy producers who deliver 95% of the world's energy supply.
2. **Clean Tech** – renewable energy producers (solar, wind, hydropower, geothermal); bioenergy producers); and the growing clean tech industries including energy storage, electric vehicles, energy efficiency, green buildings and yet-to-be-commercialized zero-carbon energy and carbon capture technologies.
3. **Industry and Commerce** – the major industries that drive energy consumption including automakers, airlines, shipping and freight companies, public transit authorities, industrial machinery, construction, real estate, consumer goods (clothes, electronics, furniture, etc.), information technology, and other large corporations.
4. **Land, Agriculture & Forestry** – agricultural, food, and logging companies; the largest landowners, government ministries of forests and agriculture; and land conservation agencies.
5. **World Governments** – government leaders from developed and developing nations who represents their countries at international bodies like the United Nations.
6. **Climate Justice Hawks** – leaders of the growing climate, social justice, and environmental justice movements; representatives from developing nations and vulnerable communities on the frontlines of climate impacts seeking ambitious climate action that limits warming to 1.5°C.

Further groups can be added by splitting the “World Governments” group into **Developed Nations**, **Rapidly Emerging Nations**, and **Developing Nations**, who each have different strategies and ambitions to balance economic growth and climate commitments.

Each team will receive a briefing document with their main goals and lines to stay in character, as well as useful sources and factsheets relevant to build their position. The teams will come up with their own proposal to move forward with regards to climate action, and then negotiate between groups to come to a common solution.

The team briefings will be handed to participants one or two weeks ahead of the simulation game, so that they have the time to read it, research more if they wish to, and come up with the group's first proposal. Members of European Footprints will be available to join a short session with each of the teams to run through their briefings and prepare them for the day of the game.

On the day of the simulation, the game is run in multiple rounds as directed by the facilitators. During the **team meeting period**, teams discuss their climate solution strategies with each other and may also choose to negotiate with other teams. Facilitators and co-facilitators will be present in the rooms

to advise the kids when requested/needed. Then during the **plenary presentations**, each team proposes their desired solution.

The proposed agenda for the day is as follows:

Introduction, UN Summit Opening Presentation	In Plenary	5-10 minutes	The UN Secretary General and the Deputy Secretary General recap the rules and the household instructions, and officially open the summit.
Round 1: Team Meetings	In Breakout Rooms	10 minutes	For groups to revise their strategy one last time and finalise the presentation of their position
Round 1: Presentation of each team's position/proposal	In Plenary	15 minutes (2 minutes per group)	One member from each team presents the team's position to the rest of the participants through a speech prepared in advance
Round 2: Team Meetings and Negotiations	In Breakout Rooms	30 minutes	Members of each team mix up to discuss other teams' positions and negotiate, forming alliances or lobbying for their position
Round 2: Presentation of negotiated proposals	In Plenary	15 minutes	Members of each team present their updated proposals, highlighting the negotiations that took place
<i>(if needed)</i> Round 3: Team Meetings and Negotiations	In Breakout Rooms	15 minutes	Teams meet again and negotiate, in case a common proposal hasn't come out from the previous negotiation round.
<i>(if needed)</i> Round 3: Presentation of negotiated proposals	In Plenary	10 minutes	Members of each team present their updated proposals, highlighting the negotiations that took place
Conclusion and debriefing discussion	In Plenary	15 minutes	The common proposal is adopted by the UN summit; the facilitators assess the results obtained and start a discussion with the students on their experience and what they learnt.