

Summary

ResourceRation - A Serious Board Game



Target age

Age 12 and over

Level of difficulty

Easy
 Medium
 High



Key words:

Intergenerational conflict, sustainability, tragedy of the commons, discussion, resource depletion



Abstract of the activity:

Many of today's environmental challenges like climate change share a basic principle – the tragedy of the commons. This simulation game aims to make this principle, which essentially revolves around the effects of many individual decisions on a jointly used resource and their repercussions on the community, tangible.

With the supplementary interactive learning materials, students analyse critical resources (such as land). In addition, solutions for sustainable resource use from the literature and the creative treasure of the participants will be compared. As a result, the participants should later be able to recognize patterns of unsustainable resource use in their environment and their own potential for action for a correspondingly more sustainable design.

Summary



Learning Goals

- Students deduce three factors from the game that contribute to the overuse of a resource.
- Students name three examples each for finite and renewable resources and are able to explain the difference.
- Students compare different strategies to fulfil the needs of society without overuse of resources.



Specific Abilities - *At the end of the activity the student will be able to:*

- Differentiate types of resources and know about their problems in use
- Experience why resources are being depleted and the impact thereof
- See that joint efforts for sustainability lead to better conditions for everyone
- Elicit strategies for sustainability
- Deduct personal actions for sustainability



Cross-curricula links:

- Ecology/Environment: Sustainability
- Geography: Origin of resources
- Social Sciences: Psychology, understanding human action
- Economics/Economy: Economic benefit of sustainability, if everyone invests in sustainable technologies/measures, accounting of ecosystem services
- Ethics/Philosophy/Religion: Distributional justice, intergenerational justice
- Politics: need for political measures to solve the tragedy of the commons



Prerequisites - Knowledge and skills necessary for carrying out the activity

- None, knowledge and skills will be provided by the material (inclusive preparatory materials and instructions)



Time requirement:

2 to 8 lessons of 45 min (90 – 360 min)

Instruments: big room with several tables, computers

Summary



Learning and Teaching Support Materials - What you can find in the toolkit

1. Instructions for moderating the serious game
2. Printing templates for the production of the game
3. Teaching materials for preparation and follow-up

RM
Ambassadors

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