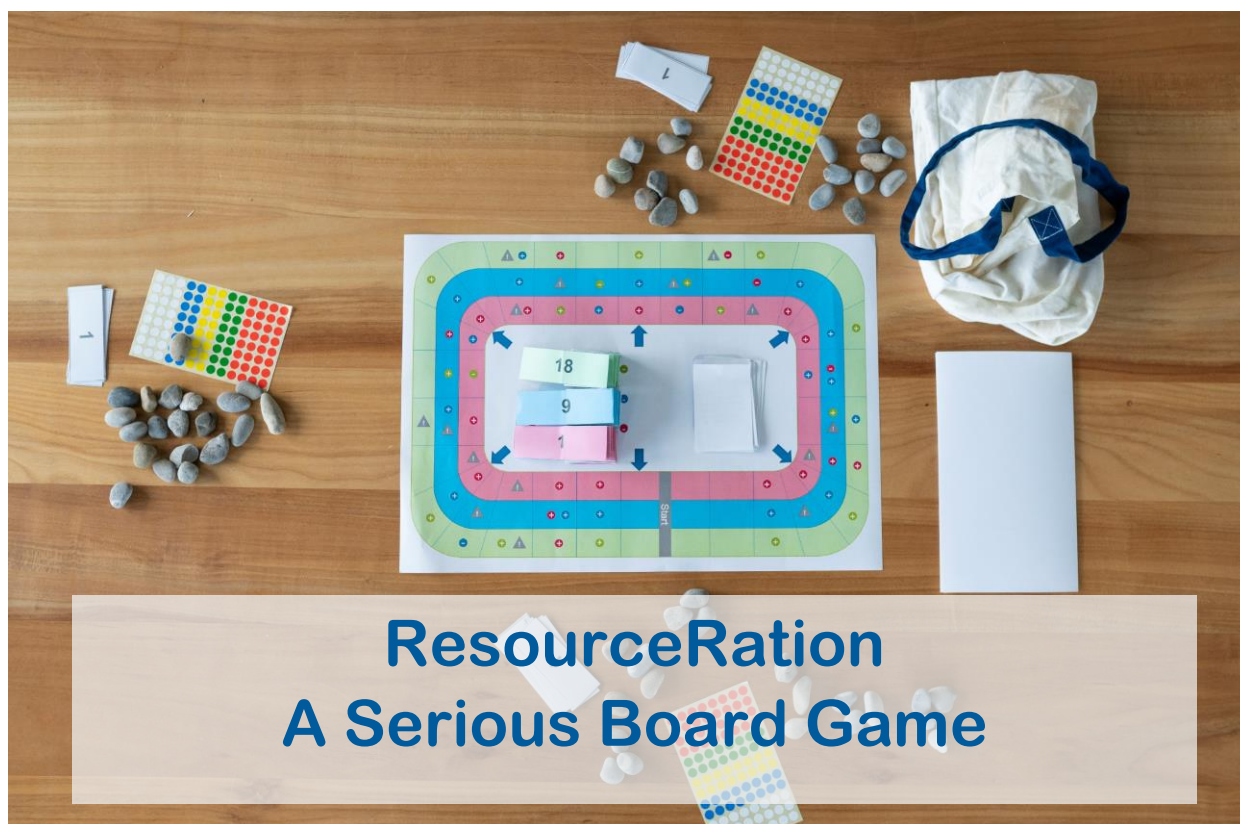


## Teachers' Card



# ResourceRation A Serious Board Game

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### General Introduction

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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 analyze 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.

#### Key words:

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

### Extended Background Information

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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.

This experience and the understanding it promotes are central to solving many environmental problems and questions of international and intergenerational justice. This understanding also helps to clarify questions such as "Why is the world the way it is?" or "Why is it so difficult as a society to solve environmental problems when we actually already know a lot about them?", which arise more and more frequently as the state of the world seems to be worsening from day to day.

It is also important to understand that the resources, which our planet makes available to us to a more or less limited extent, are currently required for almost all human activities. This means that everywhere in our everyday lives we encounter the tragedy of the commons in one form or the other. With the supplementary interactive learning materials and through the explanations and examples during the game, these topics and situations are made visible and are linked with suggested solutions from the literature or from the creative treasure of the participants. 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.

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### Learning Outcomes

Students will be able to...

#### 1) Learning goals for the preparatory materials

...name three examples of their own daily needs and describe which resources are necessary to fulfil them (level 2).

...give two examples of resources, which have negative effects on the environment when they are used. The participants can explain why these resources become problematic for people if they are used too much (level 1, level 2).

#### 2) Learning goals for the board game

...deduce three factors from the game that contribute to the overuse and/or unfair distribution of a resource (level 4).

#### 3) Learning goals for the follow-up group work

...compare different strategies to fulfil the needs of society without overuse of resources with their advantages and disadvantages (level 4).























### Key Competence European Framework

Literacy competence
S1. Ability to understand and interpret concepts, feelings, facts or opinions in oral and written form.
S2. Ability to express concepts, feelings, facts or opinion in written and oral form.
S3. Ability to interpret the world and relate to others.
S4. Ability to interact in an appropriate and creative way in any situation.
Personal, social and learning to learn competence
S1. Ability to pursue and persist in different kinds of learning.
S2. Identifying available opportunities.
S3. Ability to gain process and assimilate new knowledge, skills and qualification required for career goals.
Citizen competence
S1. Ability to effective interaction with other people
S2. Ability to adapt to the changing situation, being flexible and work under pressure

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S3. Ability to work effectively and collaborate with other team members
<b>Cultural awareness and expression competence</b>
S1. Ability to turn idea into action
S2. Creativity/innovation
S3. Ability to plan and manage tasks

## United Nations' Sustainable Development Goals

		Enable access to basic services			Equal access to global expertise
		Safe medical devices			Sustainable urbanization
		Access to education			Responsible consumption and production
		Less hardship, more opportunities			Strengthen resilience, reduce disaster impact
		Safe and affordable water			Reduce marine pollution
		Energy — the golden thread			Sustainable use of terrestrial ecosystems
		Safety of workers and economic growth			Promote peaceful and inclusive societies
		Resilient infrastructure and sustainable industrialization			Better access to technology and innovation

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### Activity

Modules:	Methods:	Material:	Duration:
(1) Resources - Introduction	Videos, guided research, group puzzle	Instructions for teachers, videos, worksheets	Up to 135 min
(2) ResourceRation – serious board game	Play the game and discuss about the experience	Game Instructions and printable materials	90 min
(3) Solutions – Follow-up	Group work and innovative solution finding	Instructions for teachers, worksheets	Up to 135 min

### Learning Pathway

**See chapter:** “Suggested procedure” in the “ResourceRation Teaching materials for preparation and follow-up”.

**Appendix: 02\_Teaching materials\_ResourceRation.pdf**

### Evaluation



See documents with questions and solutions for questions for students after playing the game.

- **3\_Teacher\_Module.pdf**
- **4\_Student Card.pdf**

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# Description of Student's Cards

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- **4\_Student Card.pdf - Questions for Students After Playing The Game**

See also the document:

- **02\_Teaching materials\_ResourceRation.pdf - “Teaching Materials for Preparation and Follow-up” for info on all modules of the toolkit:**

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