



**Now it's your  
turn!**

**Project memories**

**game on** | DON'T LET CLIMATE CHANGE  
END THE GAME!

# ACKNOWLEDGEMENTS

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## ABOUT 'GAME ON'!

An initiative of 10 organisations from eight Central and Eastern European countries, **Game On! Don't let climate change end the game!** has worked during its four-year run on activating the global youth to face the existential threat climate change represents for the future of humankind. During this stint, over 200 committed Young Climate Ambassadors from the partner countries have worked in wilderness camps, street actions, festivals and workshops; climate comedy shows have provoked plenty of laughs and food for thought; and discussions on the systemic consumption of resources around the globe have been vibrant and eye-opening during our Terra Futura board game sessions.

And so much more.

**Game On!** has been made possible thanks to the financial support of the **Development Education and Awareness Raising (DEAR) programme**. The project has had a **gamification approach** to its mission of raising awareness of the challenges of and solutions to climate change. The consortium partners from Bulgaria, Czechia, Germany, Hungary, Latvia, Lithuania, Romania and Slovakia tackled this mission by focusing on three pillars: **biodiversity conservation, adaptation and mitigation, and climate justice**. Within this 4-year sprint, partners, young activists, journalists, politicians, teachers, and the general population have been exposed — through novel, interactive ways — to up-to-date information on climate change, the hurdles we face and what can we do to confront them.

We have done so because we reject the notion that our mission to save the planet is over. It is still on. We can overcome its challenges. We must. We shall. #GameOn!



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## PROJECT PILLARS



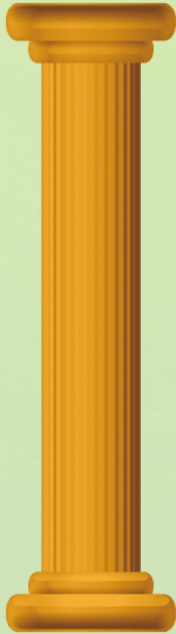
The living world is a unique and spectacular place; millions of species of plants and animals with billions of individuals inhabit it. This is biodiversity: the richness of life on Earth in all its forms, including the myriad of ecosystems and the services that support it. Humankind depends on this fine-tuned life support system. Thus, what we have destroyed, we must restore, while also protecting what still remains.



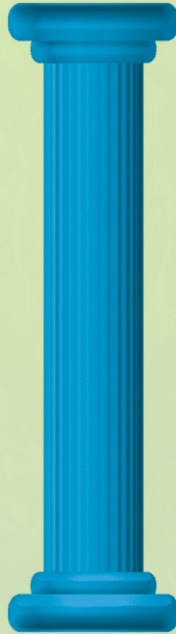
Adaptation and mitigation are actions to reduce the severity of impacts brought by climate change. By mitigating, we reduce the flow of greenhouse gases to the atmosphere to prevent the catastrophic impact of severe climate change. By adapting, we reduce our vulnerability to the harmful effects of — unfortunately already inevitable, but hopefully not too severe — climate change.



An approach that understands climate change as a social, ethical, and political issue which has disproportionate effects on historically marginalised and underserved communities — especially, in the global South and, particularly, upon women, children, the poor, the sick, and those at risk of war.



**Biodiversity  
Conservation**



**Adaptation &  
Mitigation**



**Climate  
Justice**

## YOUNG AMBASSADORS

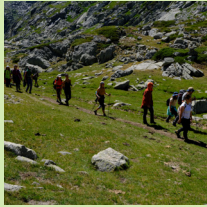
A project is nothing without the people reached by it. Its legacy, just like a relay race, is to be continued by new flagbearers who could benefit from it and now can keep on passing the baton.

Over 200 Young Climate Ambassadors were recruited by *Game On!* to develop their capacities in climate communications while implementing and sharing with them the distinct products and activities the consortium partners came up with. In all eight countries, the *Game On!* partners worked with the Young Climate Ambassadors to help develop their knowledge and soft skills, and thus helping to further reach other audiences.

Throughout the project, they participated in wilderness camps, travelled to Kenya and Guatemala for climate justice fact-finding missions, exchanged experiences and drafted initiatives along with young activists from Central America. Moreover, they attended meetings with Members of the European Parliament and national decision-makers.

They developed their own workshops, initiated waste collection actions, created orienteering games, launched podcasts, carried out academic research, and raised awareness in festivals and street actions. The torch is now theirs to carry.





## WILDERNESS CAMPS

The call of the wild is always strong. Through the organisation of over 60 wilderness camps in seven countries — both local and international — over 1000 young participants were provided with the unique opportunity to go back to their roots and learn more about them. From learning about the loss of biodiversity alongside the River Brasla in Latvia to exploring how peatlands can be restored in the Šumava National Park in the Czech Republic, these camps covered a varied and exciting range of topics and activities.

With the help and mentorship of experienced educators, climate change and its diverse links to ecosystem decline were presented, experienced, and worked upon through interactive exercises and volunteering actions.

Within these sessions, the participants learned to ring birds for bird migration monitoring purposes, worked on drip irrigation systems for households, participated in climate communications workshops, built seedlings, revitalised meadows and peatlands, and, needless to say, ventured into the wild.







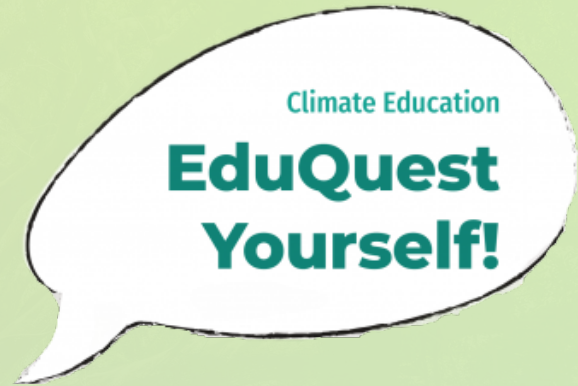
## EDUQUEST YOURSELF!

An educated mind is the foundation of development. And an environmentally educated mind is the foundation of sustainable development. But to start with, we should ask the question of how to better educate young people.

Aiming to 'spice up' usual learning approaches for teachers in charge of different ages — ranging from primary school to university — *Game On!* worked on publishing a set of informal educational games and exercises that any teacher, facilitator or group leader could use as a supplement to discussions about the environment during classes, workshops, camps and training.

Short, inspiring and playful, while remaining useful and educational, **EduQuest Yourself!** touches upon topics such as fair trade, our ecological footprint, resource consumption, energy efficiency, recycling and much more.

Through hybrid workshops organised in the eight *Game On!* countries, over 400 educators have been introduced to the educational materials and to several of the educational games.



## Attachment - Simple Games - Outdoor Games

### Nature based games

1.1

#### MINESWEEPER

• Sharing experience and information

There is an 8x8 minefield in front of the team. The task will be to get through it as a team. They can cross on one safe path, and everybody has three lives. Regular steps are: forward, right, left one by one (not diagonally). They can feel free to try, but they have to find the right way together and all of them have to get across so none of them can lose all their lives. Each one who by colour holds a grenade and a question or a task. If they answer the question correctly or solve the task together, they can keep their lives.

#### Examples:

- **Question**  
Which animals are particularly at risk from palm oil extraction?

- A.** Common macaque, Sumatran porcupine, Javan leopard  
**B.** Sumatran rhinoceros, Orangutan, Sumatran squirrel  
**C.** Indochinese black langur, Asian lion, Indian giant squirrel

#### - Task

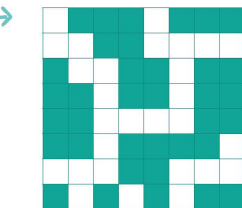
Grab a pencil and lay out a plan of how to reduce your carbon footprint and present it to the referee. Only your imagination and creativity can hold you back! Good luck!

#### FOLLOWING TRACKS

• Observation, learning, data collection

Animals in the area are not always visible, but there are many signs and clues to their presence.

Let's discuss what these might be: footprints, digging places, dead remains (antlers, hair, feathers, etc.) eating tracks, droppings, sounds, smells, etc. Briefly present the collection available and have everyone look at which items refer to



which animal. For footprints, point out the differences in size and the way they walk.

When out on a hike, look for an area with a wide variety of habitats (e.g. forest edge, stream, bank, lake/shore). Divide the group into small groups of 3-5 and spend about 10-15 minutes collecting as many animal signs as you can. If something is controversial, discuss it or look it up.

Aim of the game is getting to know how to rely on other senses like: smelling, nose, etc. then just eyes. The mimicking of the fox helps to understand the nature of this animal.

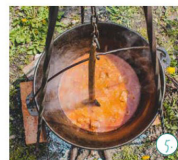
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## Attachment - Complex programs

### Carbon Snake

2.1



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## Attachment - Complex programs

### Fair trade products (Social problems of products)

2.4

#### Role cards

#### JUANITO

8-YEAR-OLD BOY

I live in Mexico City, the poorest neighborhood in the world's most populous city. I begin the 4-hour commute from early morning to late evening.

#### MANUEL

11-YEAR-OLD BOY

I live in a slum in the capital of Peru, Lima, in a house made of cardboard. There is no electricity or running water, and the sewage from the houses trickles down the middle of the street. I rummage through a nearby garbage dump to find something edible or for sale that will help my family make a living.

#### JOAO

17-YEAR-OLD BOY

I live in one of the favelas (slums) of Rio De Janeiro, the dream city of tourists and the hometown of millions of poor people, where only crime is more prevalent than poverty. From the age of 12, we had no money for my schooling. I didn't even move out of the district made up of a few blocks. By the time of 15, I was a member of one of the local drug trafficking gangs.

#### THABO

14-YEAR-OLD BOY

I live in the shrewd part of Africa with my family. The family's livelihood is as a carpenter. My father's income sent home he works is almost nothing. My mother and I walk 8 hours a day to the nearest water source. The water is not clear. It can be a source of many diseases, and we carry the water home on foot.

#### SANJANA

13-YEAR-OLD GIRL

I live in India, in a tea-growing region. My parents are members of the fair-trade cooperative society; their working hours are 8 and a half hours a day instead of the usual 13 hours. Thanks to that we have a better life. I don't have to harvest tea, I can go to school. Unlike my mother, I will learn to read and write so I will have the opportunity to find a better job.

#### MARIA

18-YEAR-OLD GIRL

I live in Rome, where my family moved from Colombia in hopes of a better life. My parents have already been granted refugee status and work illegally for a luxury home cleaning company. I wanted to study to be a beautician, but the money I get for cleaning doesn't allow that.

#### ANNE

16-YEAR-OLD GIRL

I am the daughter of a diplomat belonging to the Swedish Embassy in France. I am studying as a student at an expensive private school in Paris. In my free time, I go to ballet classes and learn to play the piano.

#### JESSICA

15-YEAR-OLD GIRL

I live in Beverly Hills. My father is a cool lawyer, and my mother is a fashionable interior designer. My family is a member of the top ten thousand and everybody guests at elegant Hollywood parties. I can get everything I want or like right away.

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## Attachment - Simple Games

### Situation games - Meat consumption

1.4

#### Dear Group,

You will have the following task: you have to play a situation about meat consumption!

In this situation, you have to persuade the principal to introduce a meat-free day a week in the canteen. Distribute the roles of the principal and the students. Read the description you received and check out the graphs, then play an imagined conversation with your 'principal' and try to persuade them to introduce a meat-free day a week!

You have 20 minutes to prepare for the short play, then 5 minutes to present it. In the evaluation, we will take into consideration what information was integrated into your play and how well you delivered your argument. You can use your notes when you are presenting; however you are not supposed to read them out! If you want more people can present the scene or even do of you

gains and slurry produced during animal husbandry also has a significant impact on the environment. Besides, and not limited to the aforementioned factors, we would like to mention the significant need of water necessary for animal breeding and meat production. 70% of the water reserves of the world is used by agriculture, one third of which is connected to animal husbandry.

Animal rights protection, animal welfare at the huge animal farms the animals are often kept in confined spaces, where they cannot exercise their natural forms of behavior, while young animals are most often not bred near their mothers, but separated from them. Animals often do not see natural sunlight during their whole life, and they are often mutilated. Animals kept in industrial circumstances, bred at a forced rate for profit optimization, are more prone to diseases, therefore in many animal farms the preventive use of antibiotics is common. Besides being an unnecessary burden for animals, this practice may contribute to the growth of antibiotic-resistant germs, while antibiotics can also appear in the products made for consumption.

You will be the third group presenting your situation. Good luck!

#### Meat consumption

Health effects: In Hungary, we consume too much meat and fat mostly of animal origin, while we eat too few vegetables and fruits. As a result, in Hungary cardiovascular diseases are leading death causes, and many people struggle with other diseases and obesity.

Environmental protection: 75% of arable land on Earth is used for animal breeding. This is one drive behind the deforestation of rainforests, which contributes significantly to the increase of greenhouse gas emissions. On the huge, intensive tables farming is pursued by using vast amounts of artificial fertilizers and herbicides, part of which is not used by the plants but get into the air and groundwater as pollution. Besides artificial fertilizers, an

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LOVE YOUR VEGGIES YOUR HEART SURE DOES



# CLIMATE COMPACT

In times when climate change threatens our very existence, getting to know what it entails and how to overcome it is crucial for our future. This is why *Game On!* developed the **Climate Compact**, an open online course about climate change, its social and economic impacts in Europe and the Global South, its links with ecosystem decline, and the role of communications in countering climate scepticism.

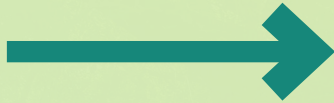


An easy-to-follow, while scientifically sound course, the **Climate Compact** introduces the user to the basics of climate change and its interrelation with our livelihoods, biodiversity conservation, Climate Justice, pollution, economics and more in 12 simple lessons:

1. Introduction to Climate Change and Sustainability
2. Societies
3. Health
4. Biodiversity Conservation
5. Land Use
6. Water Use
7. Waste and Pollution
8. Energy
9. Urbanisation
10. The Global South and Climate Justice
11. Economy
12. Policy



# REGISTER



**STEP 2:** Complete the assignments



**12 LESSONS**  
**24 VIDEOS**  
**1 CERTIFICATE**

**STEP 1:** Watch the video lesson



**STEP 3:** Take the test to move on to the next lesson

1. Which was the carbon dioxide concentration as of September 2021?

- 4017 ppm
- 417 ppm
- 741 ppm
- 7041 ppm

3. Which Greenhouse Gas has the highest concentration in the atmosphere?

- N<sub>2</sub>O
- CH<sub>4</sub>
- CO<sub>2</sub>
- O<sub>3</sub>

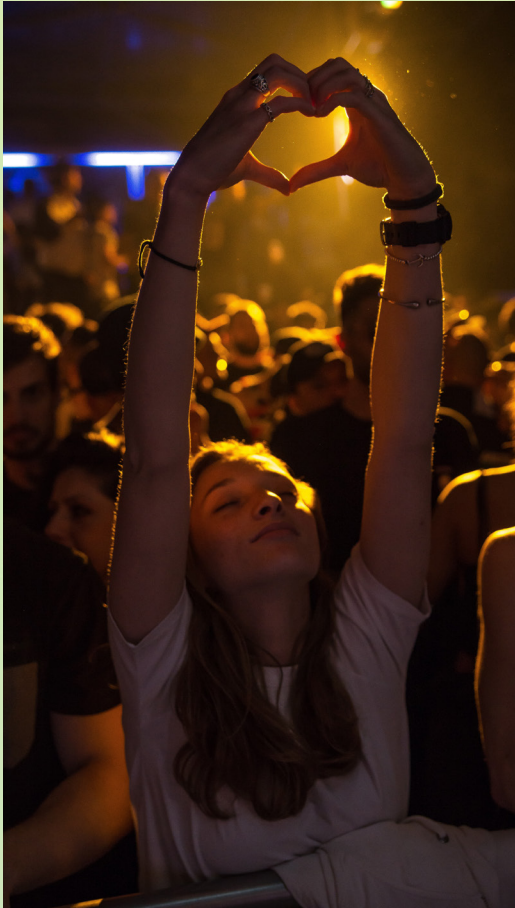
## FESTIVAL GREENING HANDBOOK

Everybody loves the fun of a festival, but many of these events have a huge environmental impact — whether this is the rubbish that gets left behind or the large amount of energy involved in travel, performances and lighting. Since the show must go on, *Game On!* has created its **Festival Greening Handbook** to help event organisers with the best ways to create enjoyable, engaging festivals in a sustainable and nature-friendly way. Ideas for how to make events nature- and climate-friendly have been researched, promoted, and implemented for a good while now but, unlike previous approaches, the Handbook allows users to create a customised checklist of recommendations based on the specificities of the event they are hosting.

Based on experience and expert knowledge, the recommendations centre around five main areas: catering, waste, energy and water, transport, and location. Organisers can implement as many suggestions as possible depending on available resources. This means that a large range of events, from music festivals to birthday parties, can take steps to lower their impact on the planet.

## CREATE EVENT CHECKLIST





**To organise a nature and  
climate-friendly event, think  
about:**

**CATERING  
WASTE  
ENERGY AND WATER  
TRANSPORT  
LOCATION**

## STAND-UP COMEDY

They say to never argue about climate change: it always turns into a heated debate... So instead, *Game On!* decided to make use of comedy to raise awareness through laughter. Both in Hungary and Slovakia, collaborative work was carried out with comedians to create performances which confronted the audience with the climate debate by presenting up-to-date information on the mounting crisis. Accompanying all of this, of course, a healthy dose of humour and plenty of laughs!

In Slovakia, two online episodes were produced for the Slovak satirical news show *Ťažký Týždeň* (“Tough Week”), being watched by over 250 000 Slovak speakers.

In Hungary, alongside three comedians from the Duma Theatre, the “Green Stand-Up – Evening about Sustainability” show was produced with an original set of 10 performances. The performance was recorded by Comedy Central Hungary and has been thus far watched by over 260 000 Hungarian speakers.



## IMPROV THEATRE



Improv is a type of theatre where most or all of what is performed is unplanned and created spontaneously by the actors while on stage. There is no written script, meaning that shows have the potential to be dynamic and varied. Because of this, it is a great way to get audiences involved in open discussions about interesting topics.

As part of *Game On!*, live improv theatre shows were held in Bulgaria, Lithuania, Latvia and Germany as a way to raise awareness about climate issues. The audiences participated in the dialogue as part of a collaborative process with the actors, showing that improv theatre can be an effective tool for increasing engagement with and the understanding of climate change.



## FACT FINDING MISSIONS

### Kenya

*Game On!* organised a fact-finding mission to Kenya in June 2022 to gain some understanding of the reality faced by countries in the Global South — now worsened by the impact of climate change.

A total of 9 participants from the Czech Republic — including journalists, influencers and Young Ambassadors — had a full week of immersion into the daily lives of Kenyan people, which included learning about water access and management, cooperative farming schemes and soil management, as well as the social, political and economic difficulties they face. Moreover, participants learnt about the opportunities and challenges of the ‘fair trade’ approach, and what survival can really mean for the most marginalised segments of society when they visited a municipal waste landfill where people both make their living and live.





## FACT FINDING MISSIONS

### Guatemala

Just like in Kenya, *Game On!* organised in July 2022 a fact-finding mission to Guatemala. A total of 16 Young Climate Ambassadors from the eight project countries travelled for two weeks within the country alongside 16 young activists from Nicaragua, Honduras, El Salvador and Guatemala.

During the mission, the participants had excursions to several sites to get to know firsthand the impacts suffered by local and indigenous communities and the work done by them for adaptation and mitigation, as well as study trips to experience local livelihoods. Moreover, communications workshops were included as part of the mission to help boost their climate communications skills.

The mission also allowed for the European and Central American activists to connect, get to better understand each other's realities, and collaboratively work on exercises related to their experiences.







## OVER-LAYERING INTERVENTIONS

### MUSEUMS INTERVENTIONS

In Hungary's Zselic Csillagpark, an exhibition has been installed to educate the public about the negative effects of light pollution, while at the Tokaj Wine Museum, the focus is on the impact of climate change on wine production. In Lithuania, 1980s climate youth movements were highlighted in an exhibition installed in the Modern Art Museum. Additionally, the "Party Animals" exhibition at the National Museum of Natural History investigated the impact of festivals on nature by depicting animals covered in party hats and confetti. In Prague, an agricultural exhibition used artistic expressions to emphasise the relationship between humans and nature. Finally, in Germany, the exhibition "Modern Times - Archaeological Finds of the Modern Age and their Stories" combines local exhibits with facts and stories from South America.

### ZOOS INTERVENTIONS

In Romania, *Game On!* worked with the Târgu Mures Zoo to launch an awareness-raising campaign which includes spectacular graffiti and banners throughout the premises. The art shows that protecting biodiversity means more than keeping a few species in zoos: it also involves preserving natural habitats. In Slovakia, ten illustrators and street artists were recruited to create paintings in front of visitors at the Bratislava Zoo. Domestic and exotic species of animals were chosen, including a whale painting of almost 4 meters! The exhibition aims to tell the stories of animals threatened with extinction due to climate change to visitors.





## HIGH-LEVEL ADVOCACY

On 25 October 2022, meetings were held with three Members of the European Parliament (MEPs) to discuss climate financing: Mr César Luena (Spain), Mr Mikuláš Peksa (Czech Republic), and Ms Markéta Gregorová (Czech Republic), in addition to Ms Katharina Langwald, Climate Advisor to MEP Mr Peter Liese (Germany). The meetings specifically focused on Loss and Damage, the consequences of climate change that go beyond what people can adapt to, as well as the participation of indigenous communities in negotiations — as they are often disproportionately affected.

The meetings were attended by four Young Ambassadors and three speakers from Central American nations. Climate Financing was then discussed at the 2022 COP27 in Cairo, where the EU's position was to increase the funds.



## SPEAKERS' TOUR

Climate change is also a matter of social justice — or the lack thereof. As it stands, the impacts of climate change will be felt more deeply in the Global South - mainly due to social and economic disparities, as well as the lack of local and national abilities to adapt and mitigate said effects. In the meantime, Global South countries are the ones that have historically contributed the least to greenhouse gas emissions. These disparities ought to matter to the Global North countries.

During October and November 2022, three Central American speakers from Nicaragua, Honduras and Guatemala collaborated with *Game On!* by touring Germany, Belgium, the Czech Republic and Hungary to share stories related to how climate change impacts are affecting their countries — and, especially, the indigenous populations within them.

Their stories were directly shared with Members of the European Parliament, journalists, Young Climate Ambassadors, NGO representatives and the general population.





## PETITION AND DONATIONS

As a result of the fact-finding missions and to support the Speakers' Tour, *Game On!* developed a petition campaign aiming to aid Central America — with a specific focus on Guatemala. The aim of the campaign was to show that the effects of climate change are anything but equal and inform decision-makers that action needs to be taken.

**TAKE  
ACTION** →



**RAISE AWARENESS**

**INFORM DECISION-MAKING**

**DEMAND CLIMATE FINANCING**



The petition campaign consisted of raising awareness among European citizens, especially the youth, about the injustice of the climate crisis, while drawing attention to the responsibility of emitting nations to compensate for loss & damage in countries like Guatemala — which contributes 0.3 % to GHG emissions but suffers 98 % of its effects. We created a video for the campaign and pushed for it to be shared. It was promoted in meetings held by speakers from Central America and the Young Climate Ambassadors with the Members of the European Parliament.

Finally, as an added action, we included a donation initiative to the Association for Education and Development (ASEDE) of Guatemala, which directly works with excluded and marginalised communities in rural areas in the country and aids participatory and advocacy processes in order to achieve real development in these communities.



## CLIMATE GAME APP

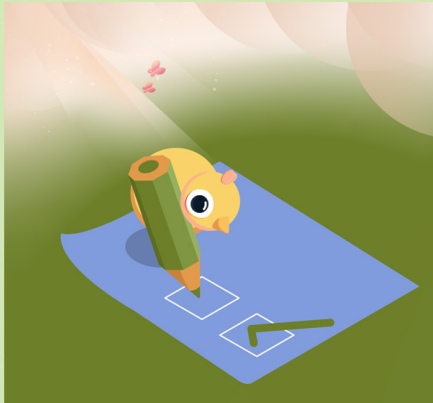
The way we live has a huge impact on our planet. The things we eat, the products we use and the ways we travel all create carbon emissions. By making seemingly small changes, we can live in a way that is more sustainable and nature friendly. **ClimateGame** is a mobile app that helps you create healthier habits and choose better options before it's too late.

The app is designed to break down long-term goals into daily actions and allow users to develop an intuition about their climate footprint. Everything you consume will show up on your virtual island, so don't let it get cluttered by rubbish and plastic bottles, and you'll have more space to save endangered animals!



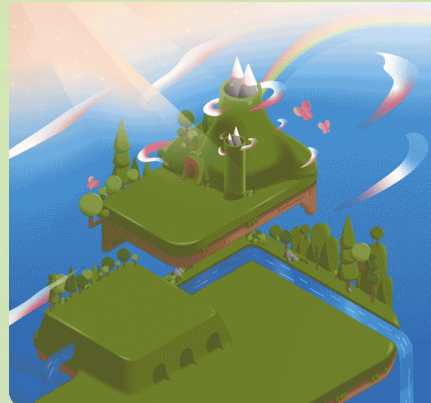
# climate game on

DON'T LET CLIMATE CHANGE  
END THE GAME!



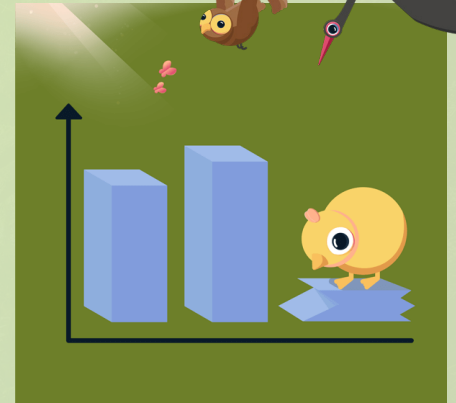
## 1. Track!

You have your own Island, Magic land, which changes according to your logged and tracked real-life actions and consumption.



## 2. Understand!

By tracking, you can get to know your actual carbon footprint and see how your choices affect the environment.



## 3. Reduce!

Tracking and understanding helps making a new plan on how you can reduce harm and make quick and better everyday decisions.

## TERRA FUTURA

**Terra Futura** is a fast, yet strategic board game designed to educate players about the environmental implications of human industry. The gameplay models resource consumption dynamics across the globe and thus expresses the negative impacts of the extraction of natural resources and the conversion of these raw materials into finished products.

During the game, players collect and trade resource tokens to earn points but, be careful: some trades will result in pollution! Just like in real life, too much pollution has negative effects. The aim of **Terra Futura** is to open discussion about these issues and develop players' understanding in an engaging and interactive way. It exposes the hidden cost which comes with manufacturing many of the products we use daily.

The game is playable by 2-5 players, so grab your friends and together you can compete to collect the most points — all while building your own sustainable economy.





## CLIMATE QUEST

Lace up your hiking boots and get ready for adventure! Climate Quest aims to raise awareness of the effects of climate change through geocaching, a fun outdoor activity. Geocaching involves using GPS coordinates, as well as online clues or riddles, to find caches, which are small capsules hidden in specific locations.

Within each cache is a pen and a logbook to record how many times it has been successfully found, as well as small items for exchange. Sometimes, the caches will contain wooden coins called SWG ('Stuff We Get!') which can be kept as a souvenir!



Each cache is placed in a location where explorers can see the effects of climate change on the ecosystem, or where there is likely to be a significant future impact. From awe-inspiring viewpoints in the Czech Republic to beautiful botanical gardens in Germany, the hunt spans a variety of interesting and thought-provoking places, each with its own unique charm. Because of this, geocaching is a great way to encourage people to explore places that they never would have otherwise seen whilst learning about nature in the process!

Every country involved in the project has placed a minimum of six caches in different locations that are waiting to be discovered.

# ClimateQuest

geocaching challenge



**game on** | **DON'T LET CLIMATE CHANGE  
END THE GAME!**

 **DEAR**  
DEVELOPMENT EDUCATION  
AND AWARENESS RAISING  
supporting global change



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