



Connecting Experience Climate Island

AGE GROUP

7+

AMOUNT OF PEOPLE

10+

TIME

20 – 30 MINUTES

OBJECTIVE

To learn about the effects of climate change and think of things we can do to slow it down.

MATERIAL

Open Space to run around in



Instructions

Set up

Begin by going through the different instructions several times with the group so they can get familiar with them.

The centre of the room is “Land” and touching any of the exterior walls is “Sea”.

The leader will shout different words, and the group will have to run to the area or do the action which corresponds to that word.

- ▶ Land – Run to the centre
- ▶ Sea – Run to the walls
- ▶ Drought – Lie down
- ▶ Tropical storm – Spin in a circle
- ▶ Wildfire – Run to the sea
- ▶ Sea levels rising – Clump in the middle of the room
- ▶ Freeze//unfreeze - group must stay still until the leader says unfreeze
- ▶ (x amount) on an island – Get into groups of that number

When the group are used to the instructions, begin to eliminate people, people should be eliminated quite quickly until no one is left.

Eliminations

- ▶ Sea levels rising – everyone on the edge of the group is eliminated
- ▶ Wildfire – the last 5 to reach the walls are out
- ▶ X amount on an island – anyone not in a group is out
- ▶ Land/sea - last people to reach the area are out
- ▶ Freeze – anyone who moves is out

Discussion

Once everyone is eliminated, begin a discussion with the group about the effects of climate change, and the impact it can have on different communities. Explain that there are changes that can be made to slow down adverse effects. Have the participants get into groups and come up with something they can do and an action to go alongside it, e.g. Plant a tree – mime digging.

When each group have come up with their action, have them present it and teach it to the other groups.

Replay

Begin the game again, but at any point a participant can shout out one of their actions. The more of the groups actions that happen, the less often the leader calls out things like wildfire, so less participants are eliminated. Play for a few minutes, anyone who hasn't been eliminated after this time are the winners or “survivors” of climate island.

Debrief:

Speak with the group about how their actions affected the course of the game.

Talk about how they can use these actions in their everyday life and what impact they can make.



CONNECTING EXPERIENCE PAGE
<https://ej2020.org/connecting-experience/>

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