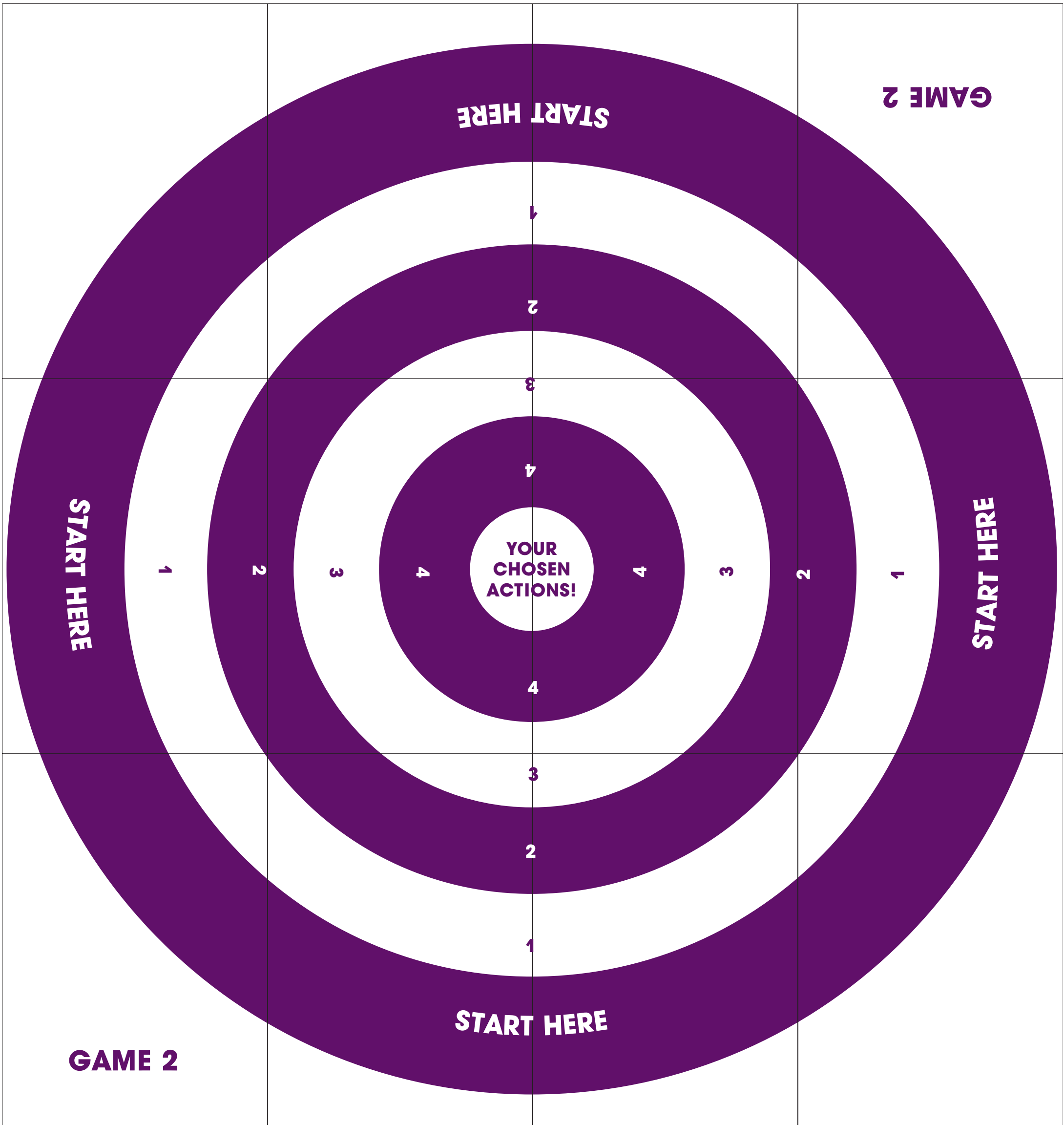


# GAME 2



# GAME 2



### Game 1: Taking Stock

Use the pack of action cards to decide together what your group is already doing to help the environment. There are also some blank cards where you can write down any actions you are already taking which aren't listed.

The 'Check your progress' survey form (provided in your pack) lists the same actions as the action cards. So if you prefer, you could simply read out the questions on the form to your members, rather than using the cards. But don't forget, everyone must agree on the answer before you tick the boxes!

#### What to do:

- Place this sheet on a flat table or on the floor so that all the members of your group can see it.
- Put the first action card from the pack onto the 'Start' square and read it out aloud to your members. There's an interesting fact on the back of the card for you to read out too.
- Agree as a group which square you should move the card to. Is this action something you have done already or are in the process of doing, or something you haven't tried yet? (If the card does not apply to your group, for example because you do not meet in a community building, then place it on the 'not doing it yet' pile.)
- When all the cards are sorted into the four squares, use the 'Check your progress' survey form to record the results. Simply find each action on the form and tick the answer you have decided.

### Game 2: It's Your Choice

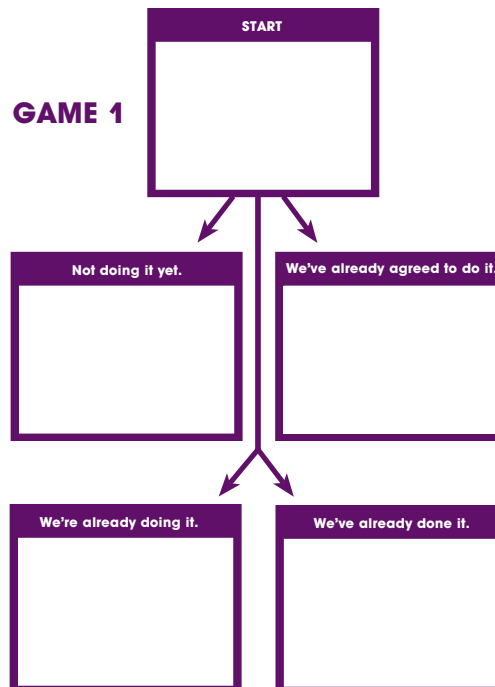
This game is an easy way to help your members decide together which actions your group, club or society could try to take next.

#### What to do:

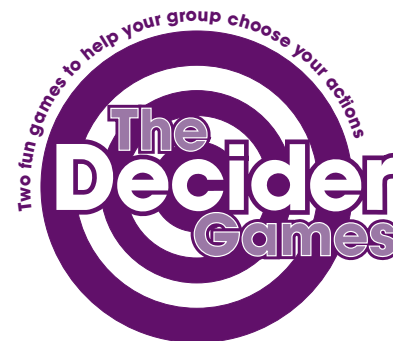
- Place this sheet on a flat table or on the floor so that all the members of your group, club or society can see it.
- Playing with all 70 action cards will take a long time and may be confusing for your members. It's easier to play with a selection of about 20. This could be:
  - the cards from your 'not doing it yet' pile if you have already played Game 1
  - cards from one topic, e.g. the 'Save energy' action cards
  - the cards which could lead to the biggest benefits. To help you choose, the cards have one, two or three small jigsaw pieces on them, showing which provide the greatest benefits.

- Scatter your chosen printed cards, plus the blank ones, all around the outer circle (where it says 'Start Here').
- Start by getting all participants to look at the pre-printed cards and write any additional ideas they have on the blank cards (one idea per card).
- Next, ask the participants to walk round the table, look at the cards and decide on their own which action cards they think are most relevant to the group – in other words, the actions they think the group should try first. Don't move the cards yet though!
- After everyone has had time to think, ask them to take it in turns to choose the action card they think is most important and push it into circle 1. If more than one person chooses the same card, each of them should move it one circle, i.e. if three people have chosen the same card, it will now be in circle 3. Once they have moved a card they cannot move cards back again. Tip: It's important that everyone decides on their own, so don't let any of the participants try to influence the others.
- Next, everyone gets a second turn. Again, everyone chooses the action card they think is most important and moves this card into the next circle. It can be the same card they moved last time or a different card.
- Then everyone gets a third turn and moves a card into the next circle, as before.
- Next, the participants should again move around the table, but this time with everyone getting the chance to turn over one card if they disagree with the action on the card or the position of the card on the game sheet. For example, if they don't agree that the card is so important after all, they can turn it over but must leave the card where it was on the paper. Once cards have been turned over they are not moved again.
- The cards left facing up and nearest the central circle are the actions which your members believe are most important. Your group should take these actions next. Congratulations – you now all agree on your actions!
- Make sure that someone keeps together the action cards which were in the central circles so that everyone will be able to remember which actions they agreed were most important.
- Now you are ready to work out how and when you can start the actions you have chosen. The Action Plan template (provided in your pack) will help you do this. Don't forget, the 'Help, hints and tips' sheet provides lots of helpful information and advice which will help you to take the actions you choose.

### GAME 1



every action counts



The games on this sheet are designed to help your members work out how green your group, club or society is now – and what you can do to be greener!

Game 1 will help your members to work out what your group is already doing to help the environment. Game 2 will help you decide together which are the most appropriate actions to take next.

Both games use the pack of action cards. Try each game in turn, either with your committee or with all your members.