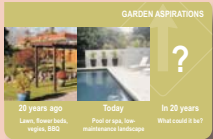





Room laid out for groups of 4 people, around 4 or more tables.

Each group follows similar process; and materials used differ between but not within the tables.

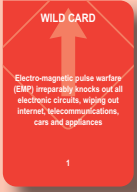

Step 1 (start)	Step 2 (10 minutes elapsed)	Step 3 (25 minutes elapsed)	Step 4 (35 min elapsed)	Step 5 (45 min elapsed)
You are in the present	Transition: today to 2030	In 2030 (and trend to 2055)	In 2055	In 2055
<p>After introductions, start with a 'warm up' activity - Table receives 2 (& if time, 2 more) Past Trends picture cards, at random from a larger set. These look back 20yrs, then invite you to look ahead.</p> 	<p>Table receives 2 (& if time, 2 more) Change Driver cards. In addition to these examples, what are other emerging influences on our Pacific Island biodiversity?</p> 	<p>Receive a future scenario description, and a chart, showing how this scenario relates to the three other game scenarios. Each is a 'future possibility direction' but none are predictions.</p> 	<p>Pretend to be a person in your grandchild's generation: receive role cards issued at random. What is life like in this scenario, for the 'new' you?</p> 	<p>Now consider the natural world in this scenario - what are the prospects here for biodiversity? If you '<i>spoke for the trees... or the fish, or the birds</i>' what would your positive and negatives be?</p>
10 minutes.	15 minutes.	10 minutes.	10 minutes	10 minutes.
Discuss in pairs, then share your views with others at the table.	Display combined list of 'drivers of change' on a paper chart or white board. (2 tables could join for this)	Discuss which of your earlier list of drivers seem to dominate <i>this future scenario</i> ?	Consider quietly. Make a note of two positive and two negative human aspects, in your role. Then discuss.	Make a note of two positive and two negative aspects for biodiversity. Then discuss.

Timings above are minima - it works better with more! Insert refreshment or meal breaks as required and adjust timings accordingly.

Continues overleaf.



Facilitator to insert refreshment breaks as required, or lengthen Steps, and adjust timings accordingly.

Step 6 (55 mins elapsed)	Step 7 (1hr elapsed)	Step 8 (1 hr 5 mins elapsed)	Step 9 (1hr 15 mins elapsed)	Step 10
Sometime 2030 - 2055	By 2055	In 2055	In 2055	Back to Today
<p>The future is unpredictable. Stay with your scenario and return to 2030. Receive a 'wild card' (it may represent a random future event, or cumulative change passing some threshold).</p> 	<p>A second random wild card arrives - if there is time. It has a cumulative effect, on top of the previous one. It may be positive or negative, in your scenario.</p> 	<p>Discuss: How adaptable and resilient were natural ecosystems to human impacts, in your imagined future?</p>	<p>Report back to the room on each table's scenario exploration. Across the room, this will cover the 4 scenario 'contexts' to show resulting differences. Wildcards will have introduced yet more variation.</p> <p>Total time required depends on how many tables report.</p>	<p>Afterwards - Reflect on this scenarios process, of exploring future possibilities, and asking 'what if?' from a new perspective.</p> <p>Could you apply such future possibilities to help you to explore resilience and risk in human and natural communities today? This is education for sustainability.</p>
5 minutes	5 minutes	10 minutes	A few mins per table...	After this session
<p>Discuss what could be its impact 20+ years from now? A positive or a negative for you (in role) and for biodiversity? Make a note.</p>	<p>Does it help or hinder? (positive or negative)</p>	<p>Table: Make notes of key points, ready for reporting back by a spokesperson.</p>	<p>Compare findings between scenarios. Ask if all or most of the change drivers (from earlier in game) were considered, and note any important ones that were missed out?</p>	<p>Visit the website for free copy of the game materials: www.landcareresearch.co.nz/services/sustainablesoc/futures/</p>