

GAME INSTRUCTIONS (DIGITAL COPY)

MATERIALS REQUIRED

You will need one copy of the game per 4-8 participants. These materials are for one copy.

- Print-outs of the game files in the folder of the digital copy of the game
- 1 die
- 20 counters (black cubes or other)
- 28 photo corners (if swapping Future boards between teams)

PRINTING INSTRUCTIONS

Print the pdf files attached and cut them out. You can either ask a print shop to do it or do it yourself. To do it yourself, to fit multiple cards on A4 sheets, use a PDF program such as Foxit Reader which allows you to modify the print layout. To print just the fronts of the cards, use the "Odd numbered pages" option. For best results print the cards on cardboard. Attach photo corners to the Future Boards to hold cards in place.

RUNNING THE GAME

Instructions aimed at players are included in the "To print" folder. Instructions for facilitators and note-takers are also included.

FACILITATION AND RECORDING

At the beginning of the game you should explain how the game works and run a demo round. Once the game is running, the facilitator's main role is to make the discussion as productive as possible by watching time and moving on discussions if they start going around in circles.

In the pack you will find facilitator and note-taker guides, and a recording sheet which you can use if you wish to record what happened during the game. There is also a workshop feedback sheet which you can use. If you collect participant feedback, we'd love to hear it so we can improve the game for the future.



Part of the project "Increasing the resilience of the UK fresh fruit and veg system to water-related risk", funded through the Global Food Security's 'Resilience of the UK Food System Programme', with support from BBSRC, ESRC, NERC and Scottish Government.

CONTACT

We would love to hear about any sessions you do with the game and how they go. Any feedback helps us to improve the game for the future. We are also able to arrange facilitated sessions using our own hard copies of the game. If you have any questions about the game, please contact joanne@joannecraven.co.uk or t.hess@cranfield.ac.uk.



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