

JUNGLE OF JEOPARDY: A GAME SHOWCASING THE VALUE OF ECOSYSTEM GOODS & SERVICES FOR RESILIENCE

WHY PLAY THIS GAME?

Restoring ecosystems can provide substantial long-term benefits to cities, for example by reducing property damages from extreme climate events, such as floods. This game will help participants understand the value of our ecosystems, understand the importance of conserving or restoring them and understand that the time to act is now.

4



Time: This game should take around 20 minutes. This is dependent on the level of engagement by participants. It is possible that players may want to engage in long discussions. It is at the discretion of the facilitator as to how long they let the discussions go on for, yet noting that it is important to make everyone feel like their perspective is valuable.



Number of players: This exercise is best played in one large group game. However it can also be adapted to play with a small group. (Note: Cards should be developed for approximately 30 participants, cards can then be added or removed depending on number of participants).



Your kit should contain the following materials:

- Ecosystem cards (see below for more information)
- Goods and services cards (see below for more information)
- Ball of string
- Safety pins



THE GAME

The game requires the facilitator to describe the importance of ecosystems and the fact that they provide communities and cities with a number of goods and services. The facilitator should then explain the exercise and subsequent actions required by the game participants. Instructions for how to do this are in the guidelines below.

Preparation Process:

- **Ecosystem cards:**

Compile a list of ecosystems, especially those associated with a city. Ecosystems can include; mangroves, coral reefs, wetlands and dune forests. It is important to also include a definition of each. Once complete print each ecosystem and accompanying definition onto an individual card roughly 8 cm X 16 cm, ensure that text is readable from a distance. For example: Mangroves - Mangroves are trees that live along coastlines, rooted in salty sediments. Mangroves are flowering plants, most of the plant lives above water. The upper trunk and all of the branches and leaves of a mangrove tree live completely above the water line, while the lower trunk and the very large system of aboveground roots are often covered by seawater. Once all your cards have been printed and laminated be sure to punch a hole in the top (in the centre) to attach a safety pin too.

- **Goods and service cards:**

Compile a list of all cultural, regulating and human related ecosystem services, these can include; spiritual, recreation, wave displacement, erosion control, wood and food. Once list is complete print each good or service onto an individual 8 cm X 16 cm card, ensuring once again that the text is readable from a distance. You can print all cultural ecosystem services in one colour, regulating services in another and human related services in another. Once all your cards have been printed and laminated be sure to punch a hole in the top (in the centre) to attach a safety pin too.

Facilitation process:

1. **Set the scene by asking the participants to form a large circle.**

Provide each participant with a safety pin and then either an ecosystem services or a goods and services card. Ask each participant to stick the card to their chest, so that everyone else can see what they represent.

Note: If playing with fewer players select a few of each of the cards, ensuring that there are more goods and service cards than ecosystem cards. Try also ensure that selected ecosystems are represented in the participant's city.

2. **Explain to the participants how the game will work.**

Give the ball of string to one of the participants that has an ecosystem card. They will then need to throw the ball of string to either a good or service that the ecosystem they are representing provides. They should hold onto the end of the string in one hand and throw the ball of string with the other. The person representing the good or service selected will catch the ball of string and then select another ecosystem that also provides their good or service. They will then hold onto the string with one hand and throw the ball of string to the next participant with the other hand.

The game will then follow the same steps going from ecosystem to either a good or service provided, with the participants holding onto the string until a web is formed.

3. Hand the ball of string to the participant representing an ecosystem and let them begin.

The facilitator can stop the game at any point and move onto the reflection step.

Note: Allow participants to teach one another and learn from one another. Stop and ask questions (such as why did you chose that? Why do you think that link is important?). There may be times that the ball of string is retracted and passed to someone else instead. The ball of string can also be passed to the same ecosystem or good/service multiple times.

4. Reflection

Ask the participants what they observed.

Reflections from participants could include "Different ecosystems provide similar goods or services"; "Some ecosystems provide a number of goods and services" or "Everything is interconnected"

Ask questions and provide your own technical input based on the observations.

Ask the participants what would happen for example if we continued to remove for example our mangroves (i.e. an ecosystem card)?

For more emphasis ask the participant representing mangroves to drop their string and reflect on the knock on effects. For example you can select a good or service that mangroves provide and explain that we will no longer be provided with the following good or service, for example wave displacement (i.e. a goods and services card). Then explain that this will put immense pressure on another ecosystem that also provides the same good or service, for example coral reefs (i.e. another ecosystem services card).

Then ask the participants what other pressures or impacts are placed on that ecosystem (i.e. coral reefs)? Answers could include; "harvesting"; "diving"; and "ocean acidification/bleaching". Ask the representative of this ecosystem to drop the string they are holding.

End the game by explaining that our ecosystems provide us with a number of important goods and services and if we continue to over utilize them or remove them we will need to replace them with hard infrastructure that is costly and needs to be maintained. Use the discussion as an opportunity to express the urgency of ensuring planning and decision making frameworks adequately take into account natural considerations - these discussions can bridge into exercises that allow for action pathways, recommendations etc. to be formulated/developed.

Note: You may want to play numerous rounds with participants swapping cards.



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