

## Wales Summer School, September 2023

### Climate-related games

At the Summer School, we had a short session about games that u3a groups could make use of, either within their groups or perhaps to engage others outside of their groups.

We had a quick run-through of the on-line Financial Times Climate Game. This can be 'played' by a single person or in groups, which provides an opportunity for much discussion.

A recent article in The Conversation discusses how 'tabletop games' (board games, card games, role-playing games) have '...a unique ability to engage players in complex systems.'...and 'inspire players to take action in the real world'. This article is available at:

<https://theconversation.com/how-board-games-can-get-people-involved-in-climate-action-209707>

Since the Summer School, another relevant article has been published:

<https://theconversation.com/what-can-board-games-teach-students-about-climate-change-213601>

Games mentioned in these two articles are (mostly but not all board games):

- Carbon City Zero
- Solutions
- Kyoto
- Daybreak
- CO2: Second Chance
- Somewhere Everywhere Water Rising
- Nunami
- Daybreak
- Carboniq
- Climate Call
- Catan: Global Warming
- How Bad Are Bananas
- En-Roads
- Tipping Point (card game)
- Horizon: Forbidden West (digital)
- Terra Nil (digital)

We are also aware of Climate Fresk.

And there is always the possibility of home-made games (e.g. group discussions around the 'waste hierarchy', with cards to be put in order; or putting various countries in order of their CO2 emissions, ecological footprint and other factors).

*It would be good to link this list to the 'toolkit' section of this website. Ideally we need a volunteer to review the games so that it is more informative than a simple list. Probably this can be done on the basis of on-line reviews, rather than having to acquire and test all the games! Anyone willing to take on this task please contact Nick Ward at [nick.ward1@outlook.com](mailto:nick.ward1@outlook.com)*