

GAME PLAY INSTRUCTIONS

Your character is the discussion aroup leader. You are sympathetic to all participants and make sure that everyone has a chance to speak up and be heard.



Round One Start with everyone playing 'in character'.

Imagine that you call a meeting for the people of Barrio Inundado to discuss how the floods impact their lives - but hardly anyone comes! You decide to knock on doors, instead, and you ask each character:

- Why didn't you come to the neighbourhood meeting about the floods?
- How have the floods affected you and what would improve your situation?

Next, ask everyone to step 'out of character'. Lead a group discussion about how each one's' climate vulnerability and risk is shaped by their social, economic, cultural and physical status and attributes.



You are back 'in character' and it is one year later.

Well done! You came up with a climate change adaptation plan based on local people's views. You convene a meeting to present the plans.

Read out the climate change adaptation plans (see the 'Scenario Card') and ask all the characters to respond.

If a character raises a concern or objection, ask everyone to discuss how the adaptation plan could be improved to meet that character's needs.

People's social relations, economic status, health, etc could all make them more or less vulnerable to flooding.

What practical recommendations does the group suggest to reduce people's vulnerabilities and make the most of their strengths?

