



Your Landscape

Strategic game for youth and youth workers



Your Landscape

Description:

What is Your Landscape?

Your Landscape was designed especially for youngsters who are interested in strategic games. This educational game will allow them to improve their decision making skills, strategic thinking and risk taking competences by getting inspiration from their own experiences in life. This game will lead the players' through a non-formal education process by focusing on human values of peace, participative democracy and the active citizenship. This tool will be uploaded and accessible on line, so that it could be available for youth workers from various countries to use it.

Target group: Youngsters

Aims and objectives:

- Promote active citizenship
- Develop decision making skills
- Develop strategic thinking
- Conflict management
- Promote the values of peace and democracy
- Team building
- Logical thinking
- Negotiation skills

Rules:

Number of players: 12-20 +/ + 1 moderator

Age of the players: 16+



Components of the Your landscape:

- Unit cards - 100/ color
(4 color: red, green, blue, yellow)
- Board map (divided in 100 units)
- Situation cards (for groups)

Instructions for Your Landscape:

1. Choose one Moderator for the game (preferably youth worker/leader)

The task of the moderator (instructions for the moderator):

2. Create four groups - red, blue, green and yellow. The number of the groups should be equal.

Give the Secret Missions (cards) to the groups according to the chosen color (at the beginning of the game):

Red Group Mission: You will create your Empire: Occupy maximum of rich and strategic territory. (The land that you are going to occupy should be connected).

Yellow Group Mission: You are sub-Saharan, you will create your community on lands that are more suitable for you (The land you are going to occupy should be connected).

Green Group Mission: You are emigrants because of the war in your country. You are going to install in small communities in the land units you want. (Starting from round two you will have the possibility to buy land units. The land units that you will buy has to be connected to your occupied territory from the first round)

Blue Group Mission: You like climbing, you occupy the most strategic areas for you. (The land that you are going to occupy should be connected).

Mission Cards- print in 1 example



You will create your Empire:
Occupy maximum of rich and strategic territory.
(The land that you are going to occupy should be connected).



You are sub-Saharan, you will create your community on lands that are more suitable for you
(The land you are going to occupy should be connected).



You are emigrants because of the war in your country. You are going to install in small communities in the land units you want. (Starting from round two you will have the possibility to buy land units. The land units that you will buy has to be connected to your occupied territory from the first round)



You like climbing, you occupy the most strategic areas for you.
(The land that you are going to occupy should be connected).

3. Share the colored unit cards to the teams according to the chosen color. Each team will get 10 cards.

4. The teams has to place the unit cards on the land units of the board map. The land units that they will going to occupy should be attached all together as a compact zone. (1 card can be placed on 1 land unit. One land unit fits to one square on the map.)

5. One unit of land costs 1 Geo

Geo is the money currency of the game.



Currency to buy land units - print as much as you need

1

Geo



Geo

1

1

Geo



Geo

1

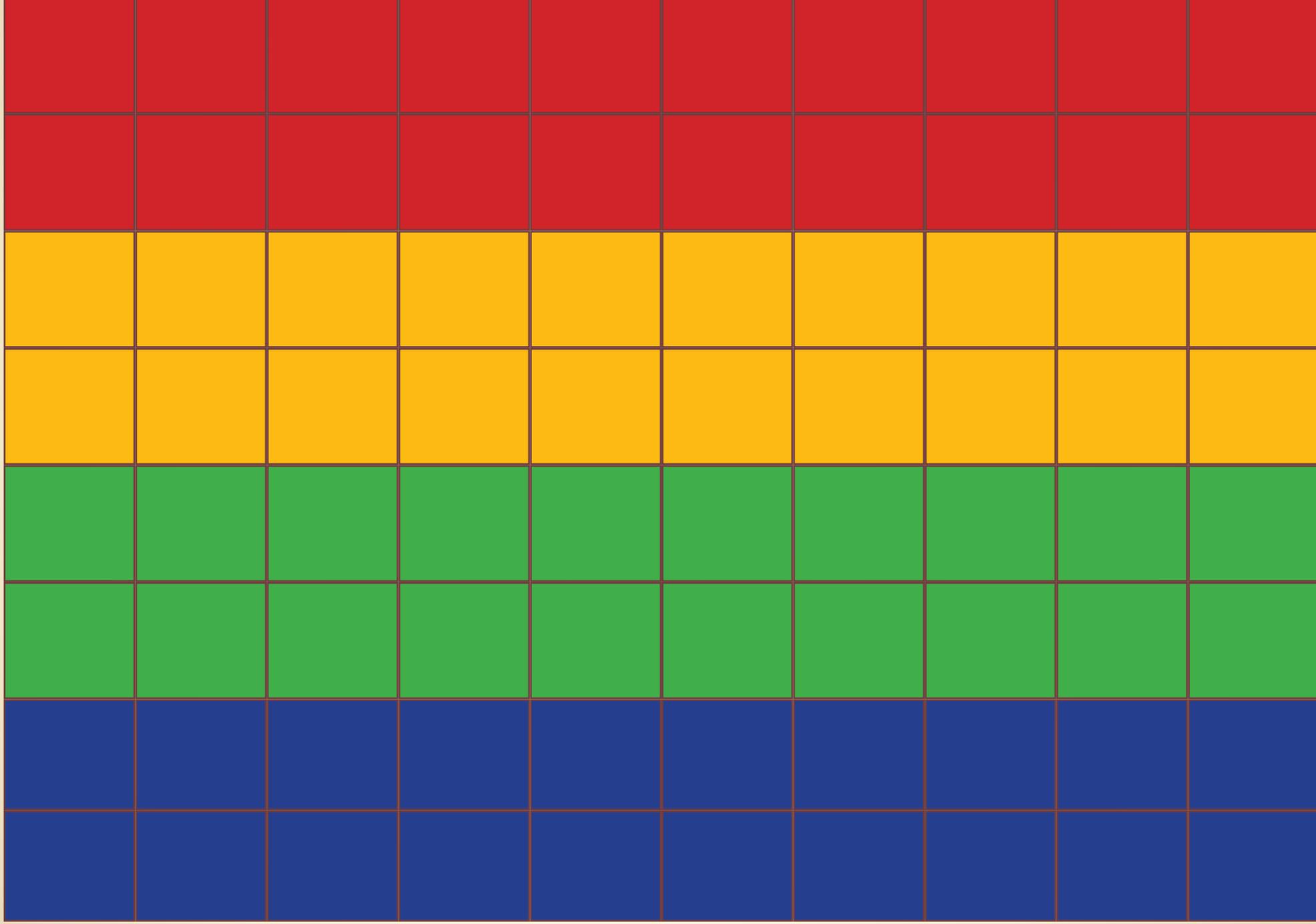
Currency to buy land units - print as much as you need



Currency to buy land units - print as much as you need



Units for the groups - print four examples from this page



Steps of the game

Round I:

- 1- Give 10 Geo to each group which will allow them to buy more land.
- 2 - Give the task for each group to define the relationship with one group or more that they choose without announcing to the others. They should choose and engage one of the players as their negotiator (5 min)
- 3 - Give to each group one card.
- 4 - The group should act according to the instruction of their card.

Round II:

- 1- Give 10 Geo to each group which will allow them to buy more land.
- 2 - Give the task for each group to negotiate with other partners for strategic cooperation
- 3 - Give to each group one card.
- 4 - The group should act according to the instruction of their card.

Break: Ambassador's meeting

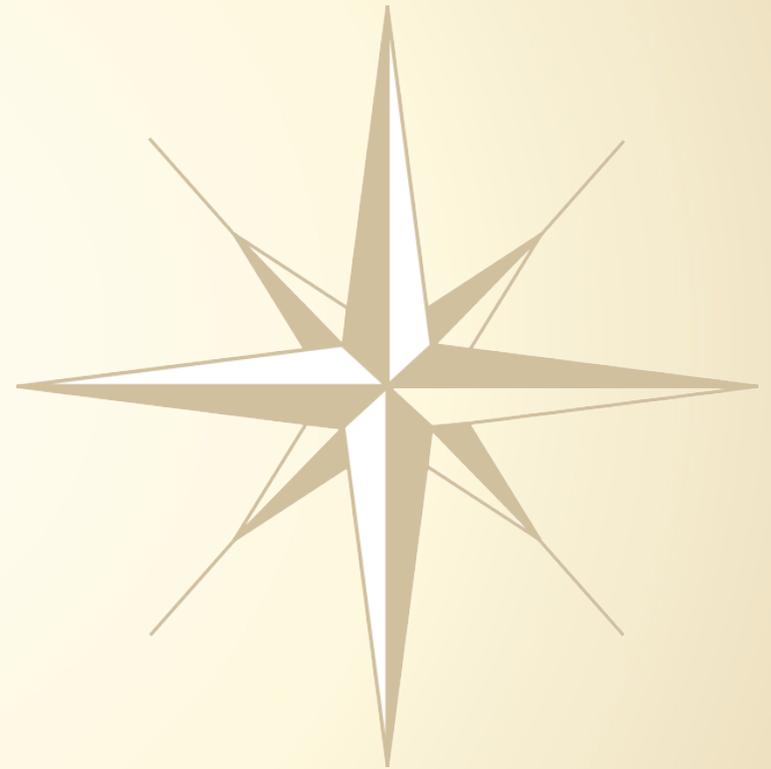
Round III:

- 1- Give 10 Geo to each group which will allow them to buy more land.
- 2 - Give the task for each group to negotiate with other partners for strategic cooperation
- 3 - Give to each group one card.
- 4 - The group should act according to the instruction of their card.

Round IV:

- 1- Give 10 Geo to each group which will allow them to buy more land.
- 2 - Give the task for each group to negotiate with other partners for strategic cooperation
- 3 - Give to each group one card.
- 4 - The group should act according to the instruction of their card.

Instruction during the game: land that you will buy during the round should be attached to your original community



Instruction Cards for round I, II, III, IV

Mission cards - print/ cut them and use according to the instructions



You won 4 Units of lands in the desert.
What are the arguments based on which you can claim rights on a certain land?



Take 5 plots in Red community to install a military base.
What kind of arguments you have to install a military base?



Volcano invaded 4 lots from your community.
What options you have to build your community back?



You built on 4 Units of your land in an industrial area.
What is your aim with this? How it changes your relations to your neighbors or to your own citizens living in the area where you build this?



You find out that one of your neighbors is persecuting members of its immigrant community, people die as the result of the actions of the state.
Act in this case?



You cannot buy land for the next Round



You can use this card to stop the implementation of an economic project implemented by another community.
What are the arguments for doing this? What are the means you will use to do it?



Build a wall between you and a neighbor that you consider dangerous.
Explain why is it just to build this wall?

Instruction Cards for round I, II, III, IV

Mission cards - print/ cut them and use according to the instructions



You lost 6 lots from your community due to flooding. What options you have to build your community back and to prevent catastrophes similar to this?



You win five units of land in an unoccupied area to create a commercial project. What will you do exactly? How this detail redefines your relation concerning the other communities in your surroundings?



The yellow group occupies 5 areas of your territory. What are the arguments for this move?



You can buy, rent or occupy 5 Units of lands in the mountains to create a winter sports center. Explain why you do this move? What are the aims of your actions?



You lost 8 Units of land by the earthquake that took place in your community. What options you have to build your community back and to prevent catastrophes similar to this?



You rented 6 Units of land in a strategic place to create a touristic project. What is the aim of your move?



You have signed a Memorandum of peace and good neighborly with the blue community. What are the basic points of it and the aim of signing it?



You have discovered petrol in the desert. You can change the position of 4 Units of land in the area. What it means this to your country? How it affects your relations to your neighbors?

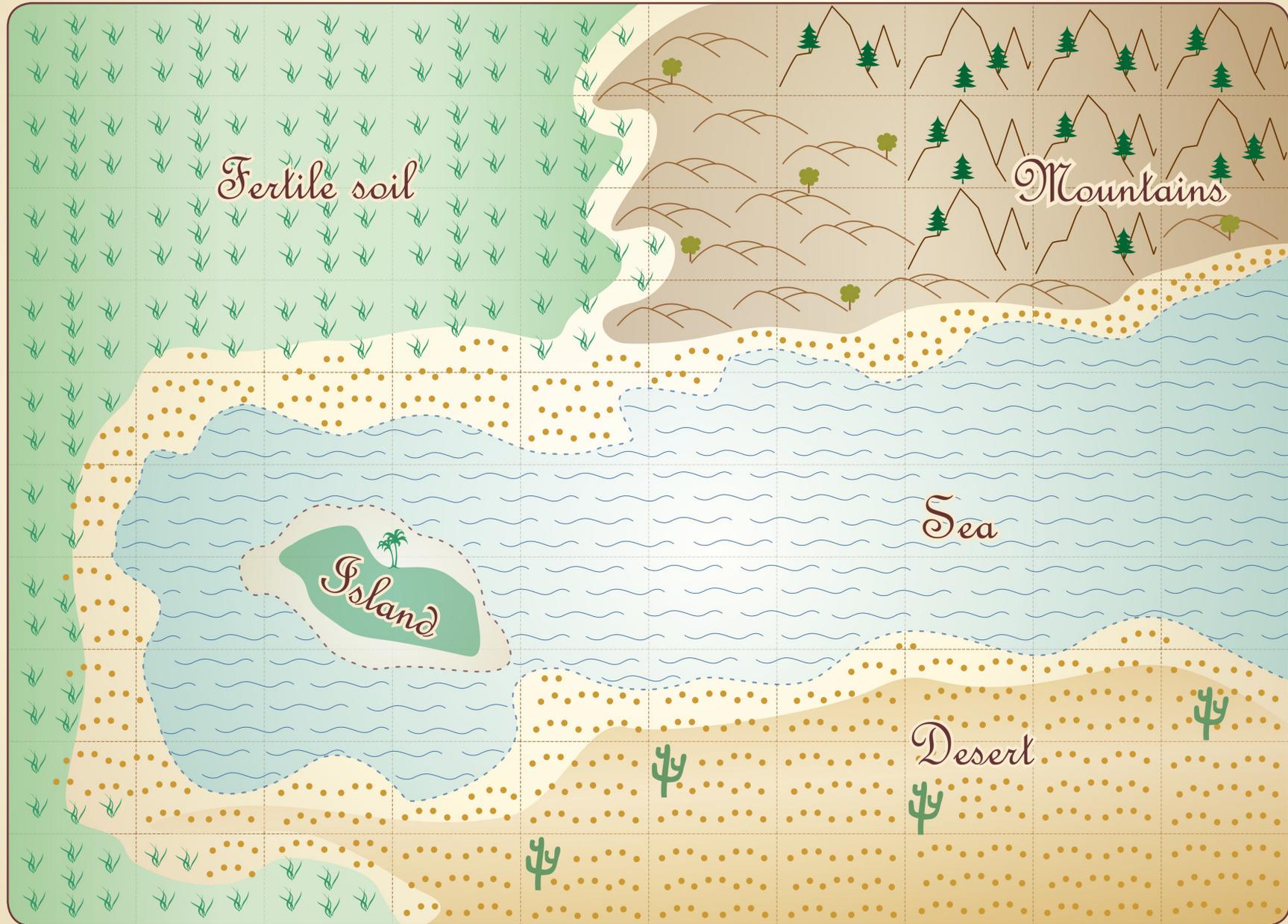
Evaluation of the game

At the end of the game, the Moderator should ask the participants:

- How you feel?
- How you felt during the game? How would you define the aim of the game?
- How was your cooperation with your neighbors?
- How was your cooperation with other communities?
- Explain to the others what was your secret mission?
- How you link this game with peace and active citizenship?



This is how your board game will look after printing and assembling the following pages.



The pages are in printing order. Fit them starting from left to right direction 5pages/line

F F

F F F F

F F

F F

F F F F

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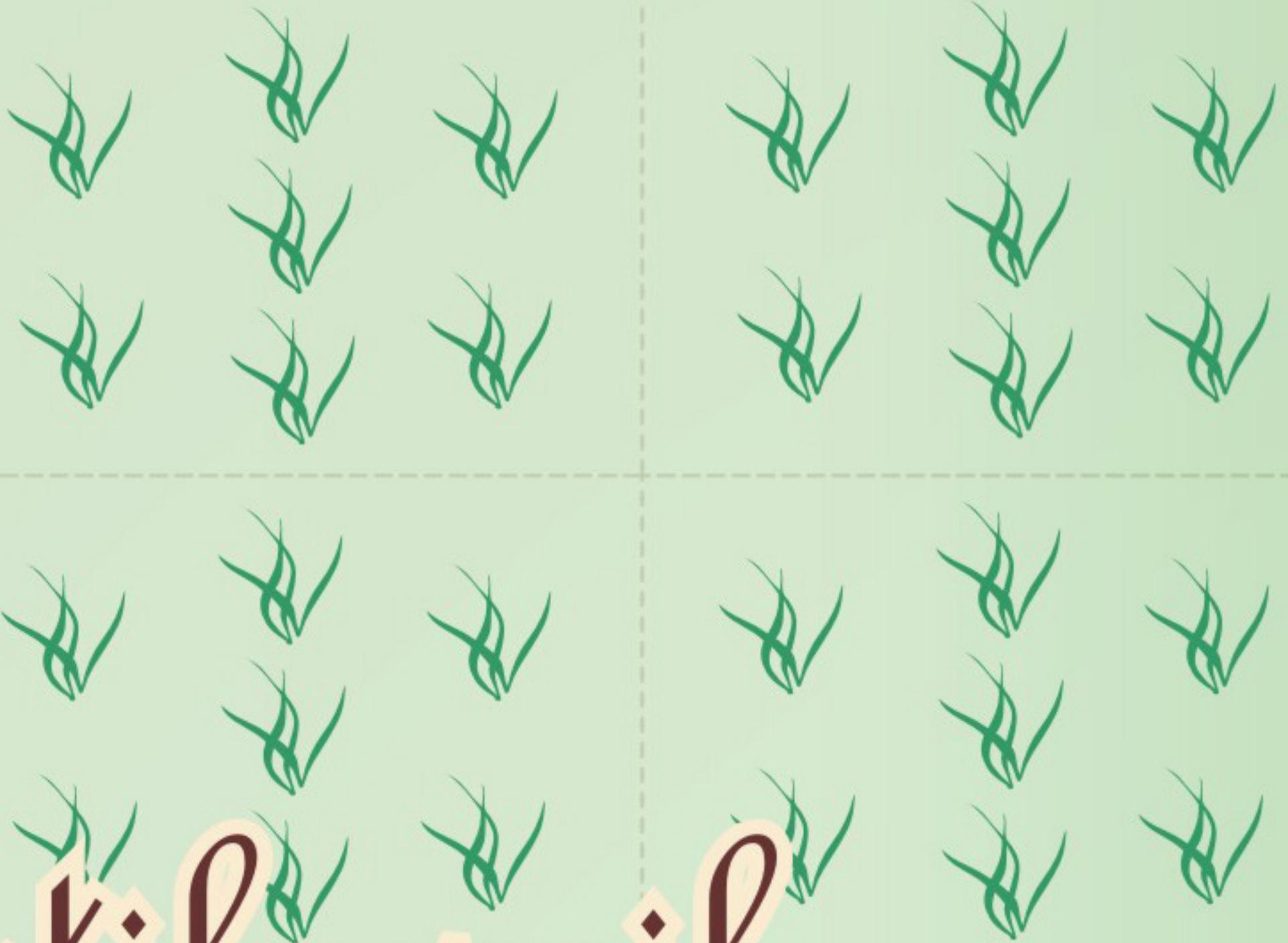
F F

F F F F

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Fer

fertile soil









Mountains

Handwriting practice row 1, column 1: Two cursive 'a' characters.

Handwriting practice row 1, column 2: A vertical sequence of five cursive 'a' characters.

Handwriting practice row 1, column 3: Two cursive 'a' characters.

Handwriting practice row 1, column 4: Two cursive 'a' characters.

Handwriting practice row 1, column 5: A vertical sequence of three cursive 'a' characters.

Handwriting practice row 1, column 6: Two cursive 'a' characters.

Handwriting practice row 2, column 1: Two cursive 'a' characters.

Handwriting practice row 2, column 2: A vertical sequence of three cursive 'a' characters.

Handwriting practice row 2, column 3: Two cursive 'a' characters.

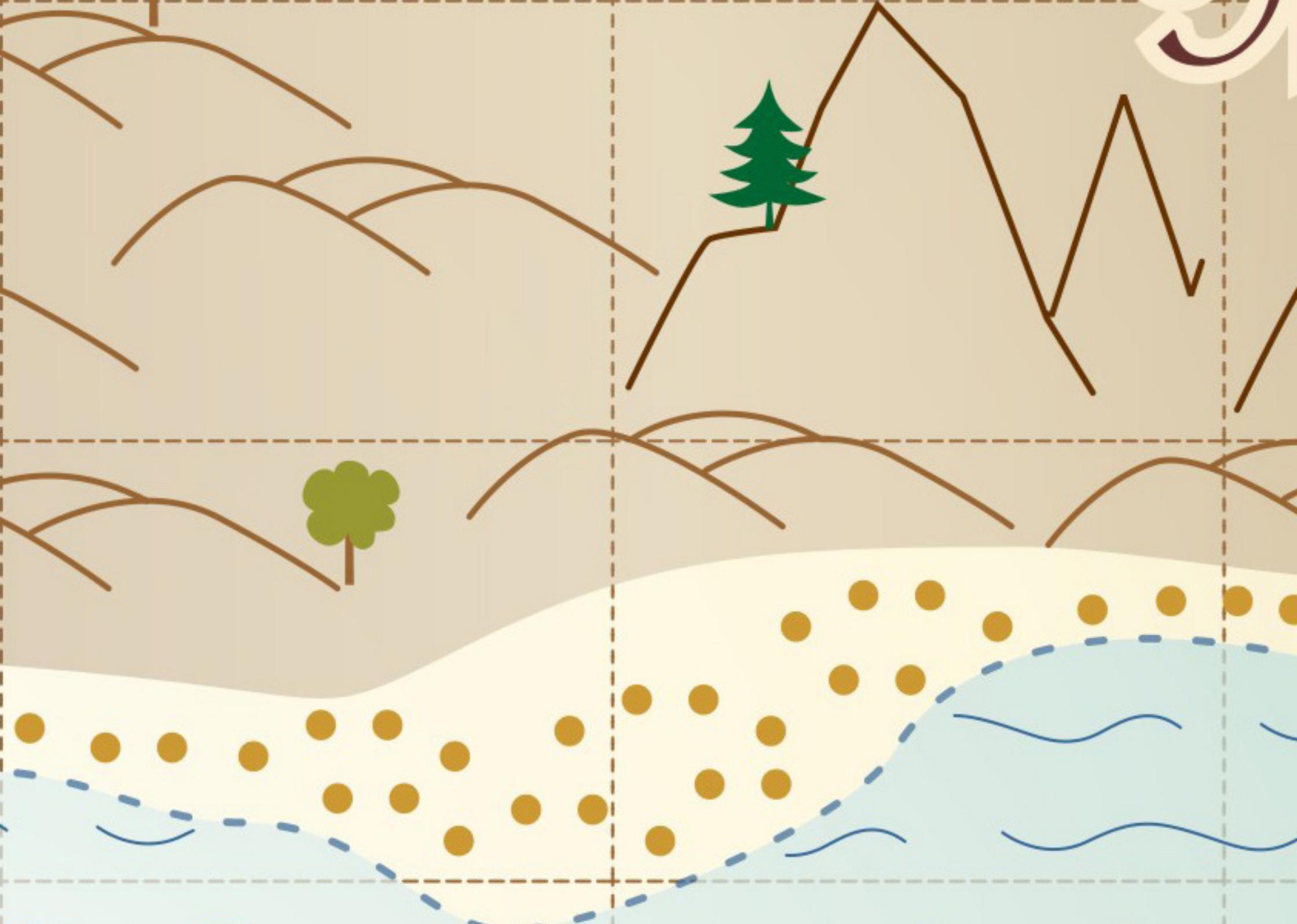
Handwriting practice row 2, column 4: Two cursive 'a' characters.

Handwriting practice row 2, column 5: A vertical sequence of two cursive 'a' characters.

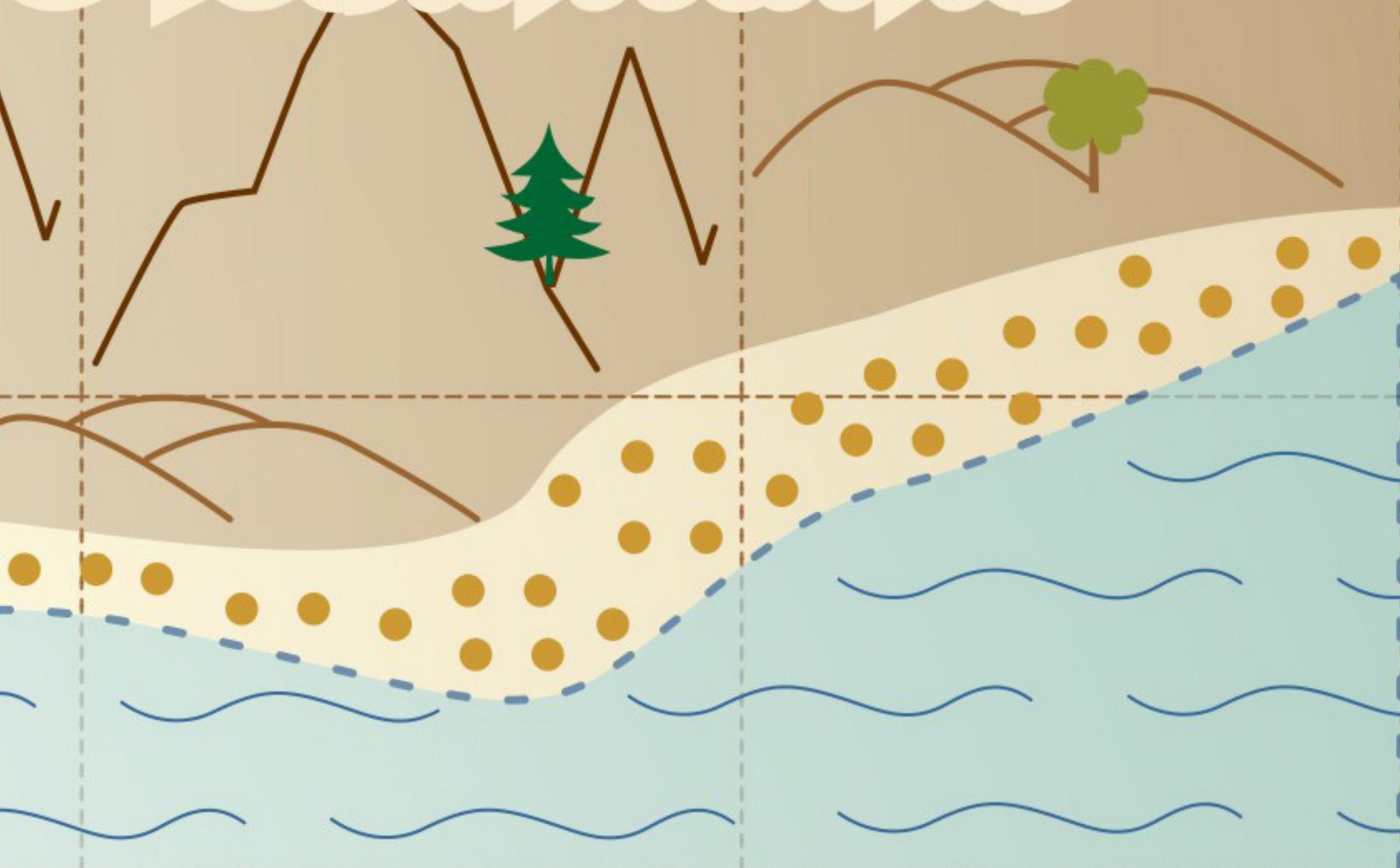
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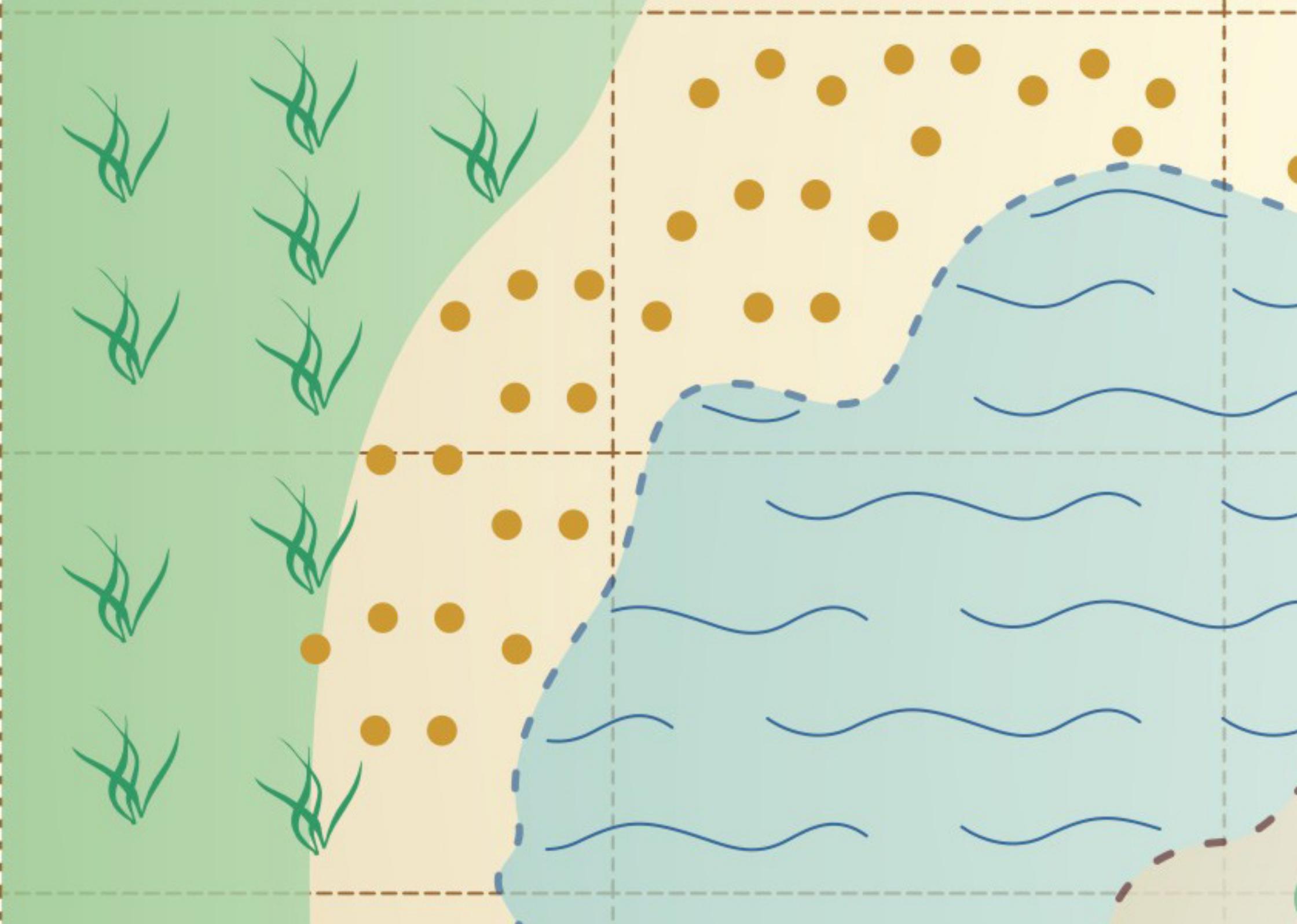


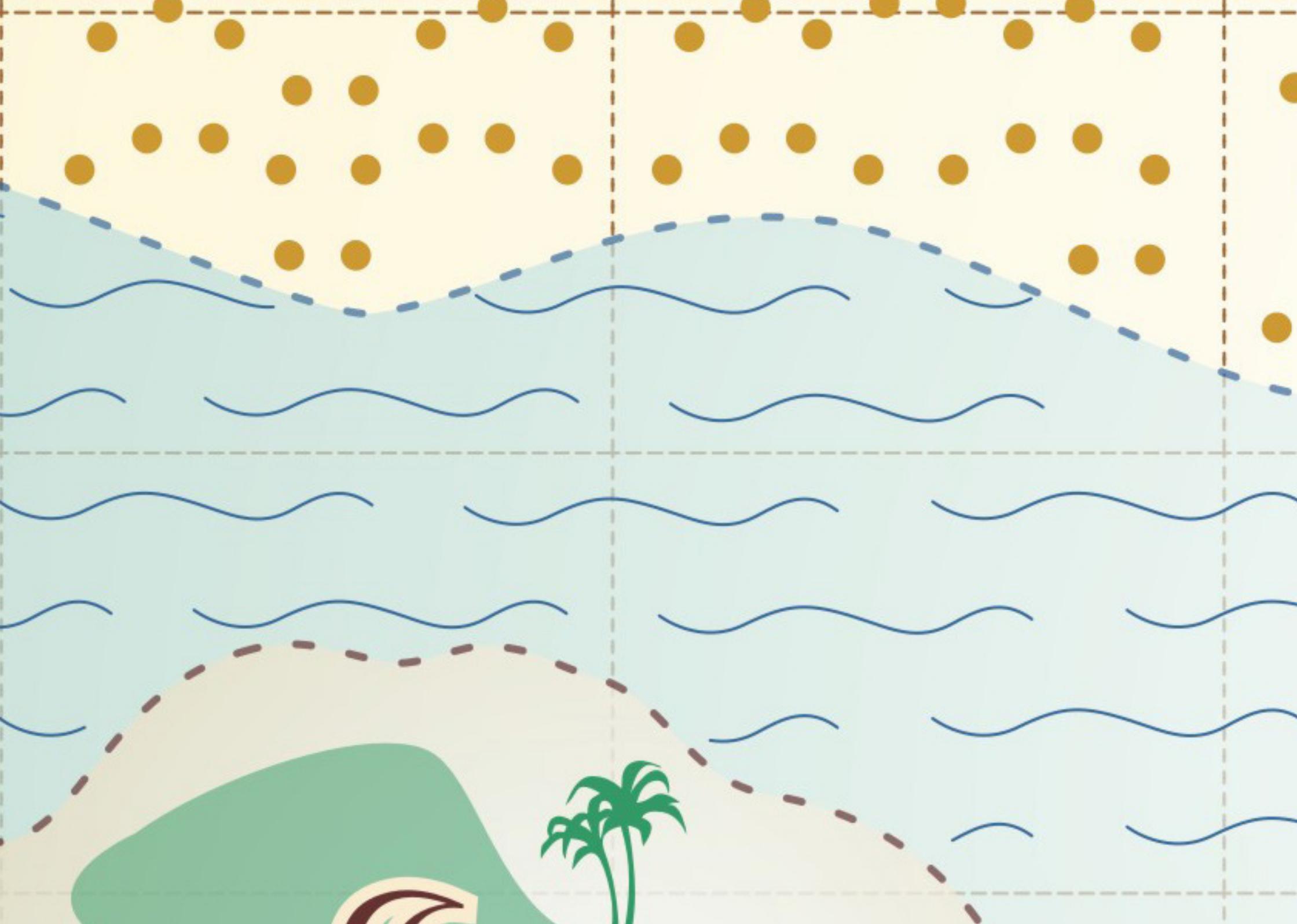


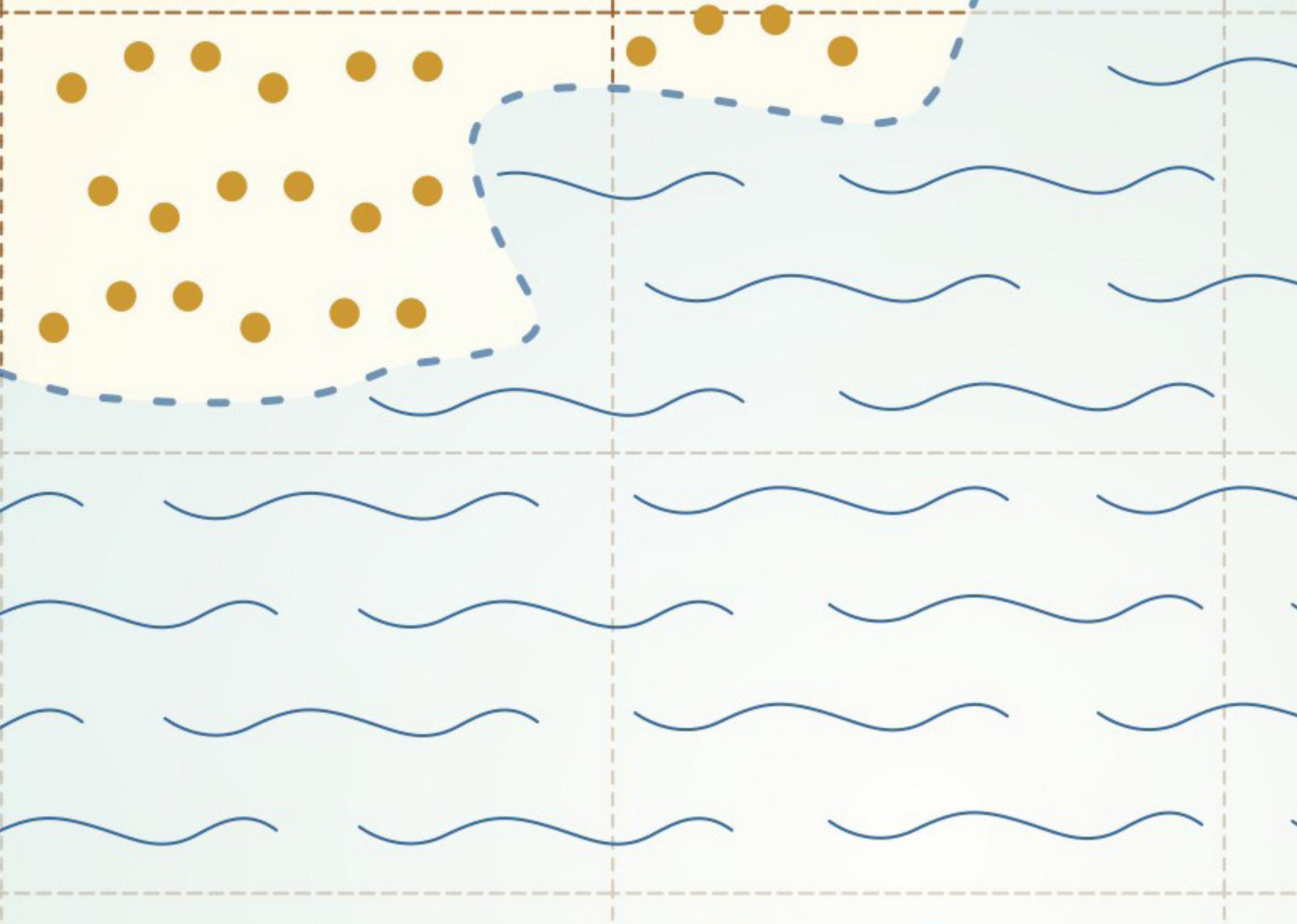


Mountains



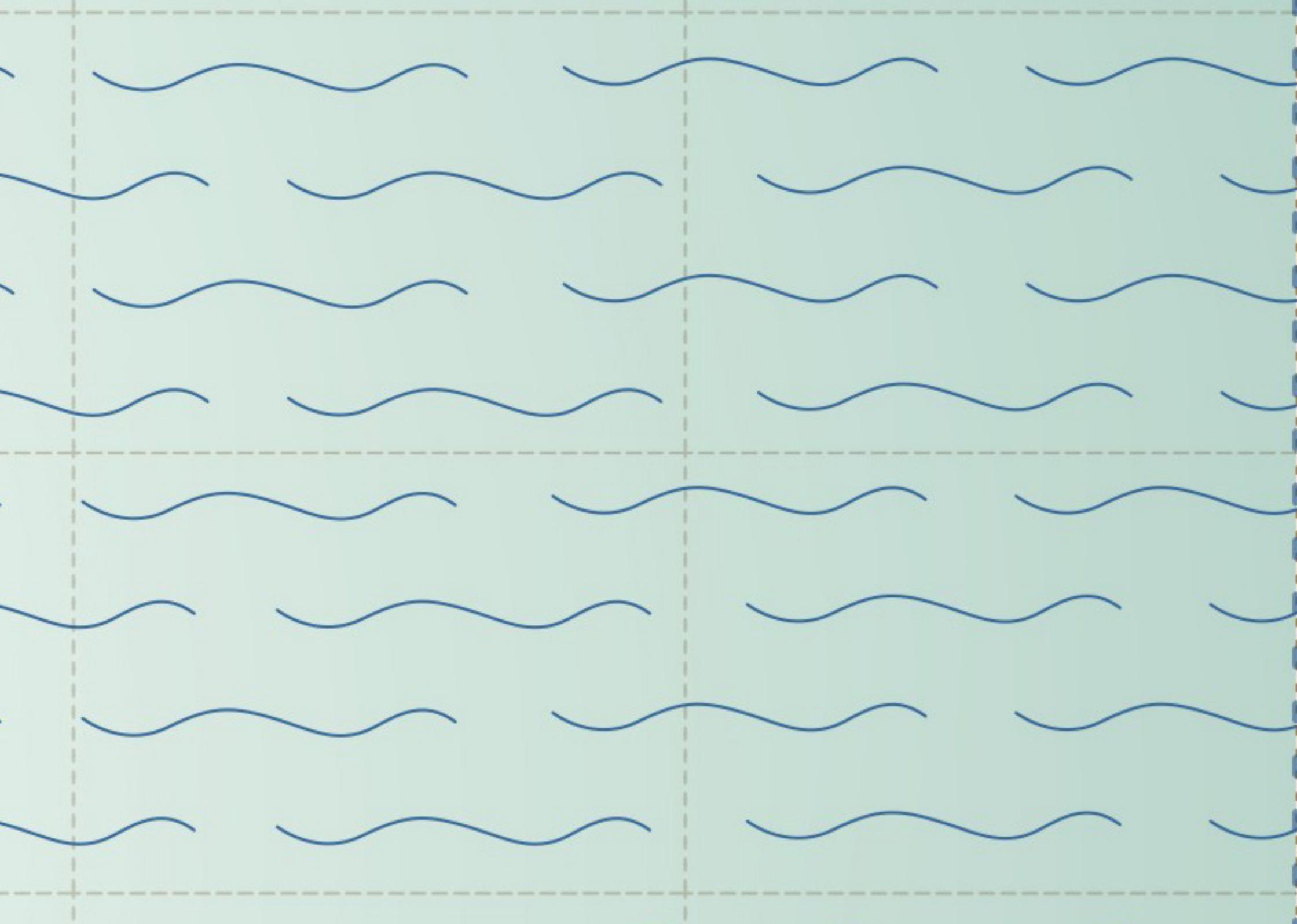


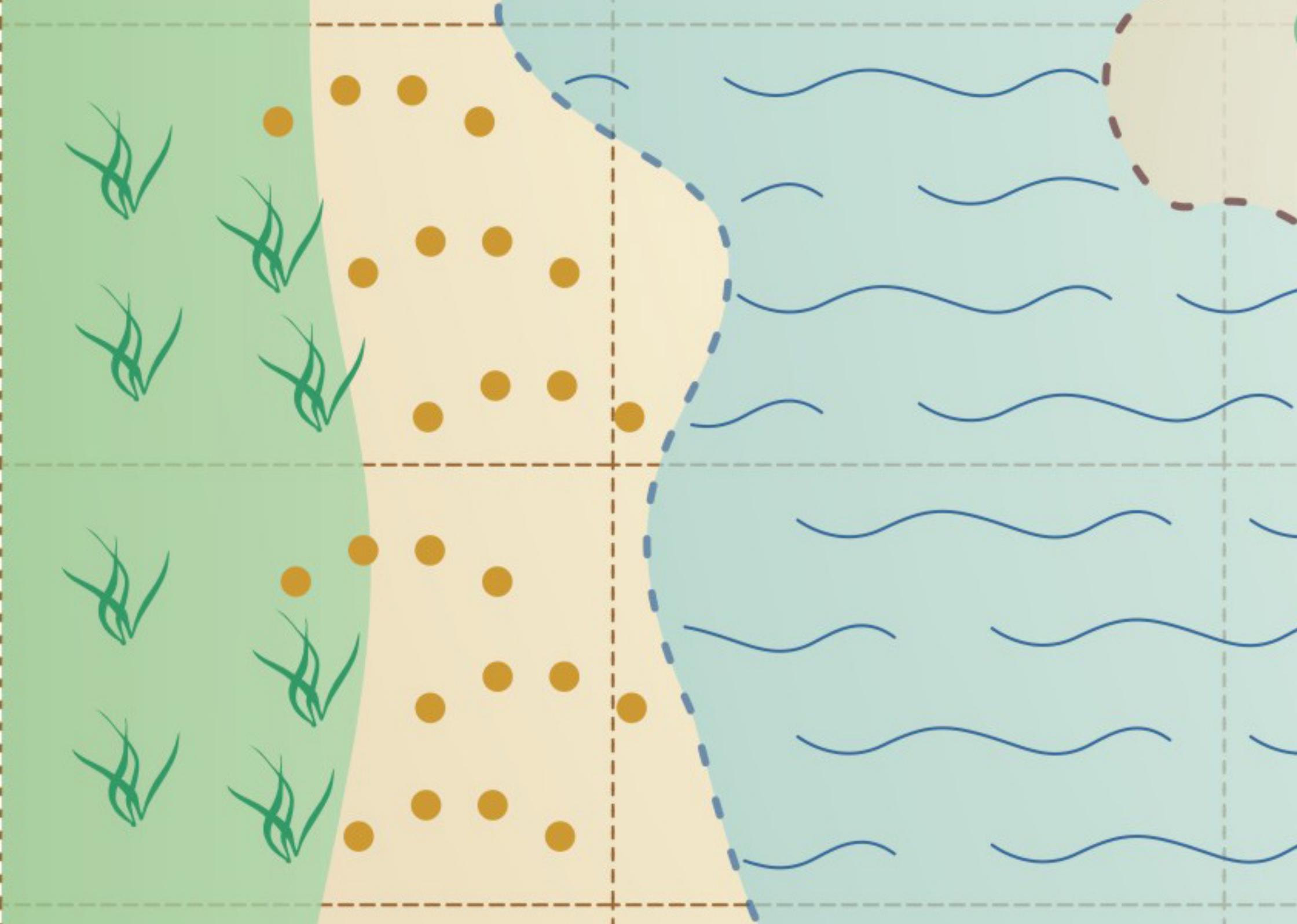






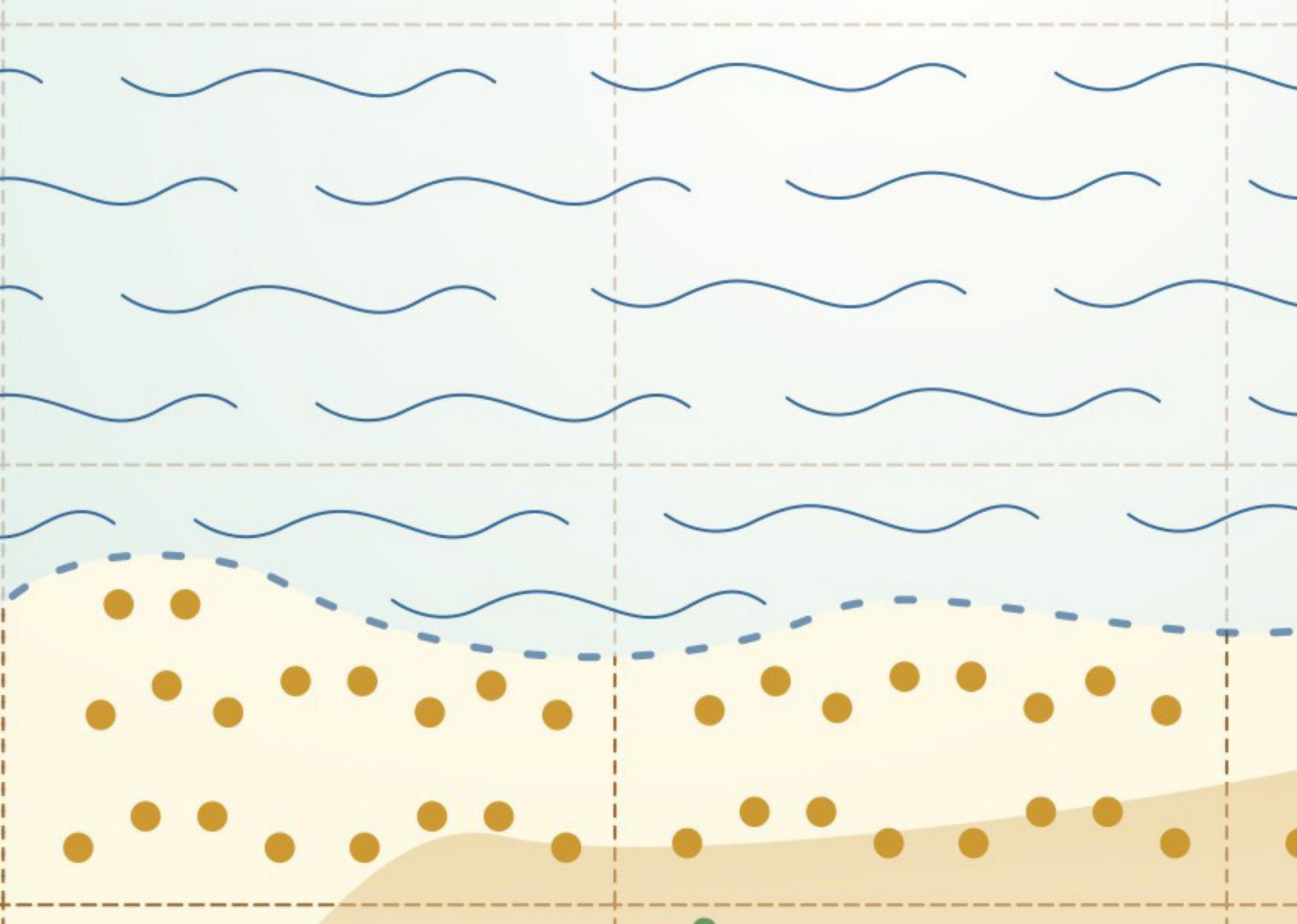
Sea

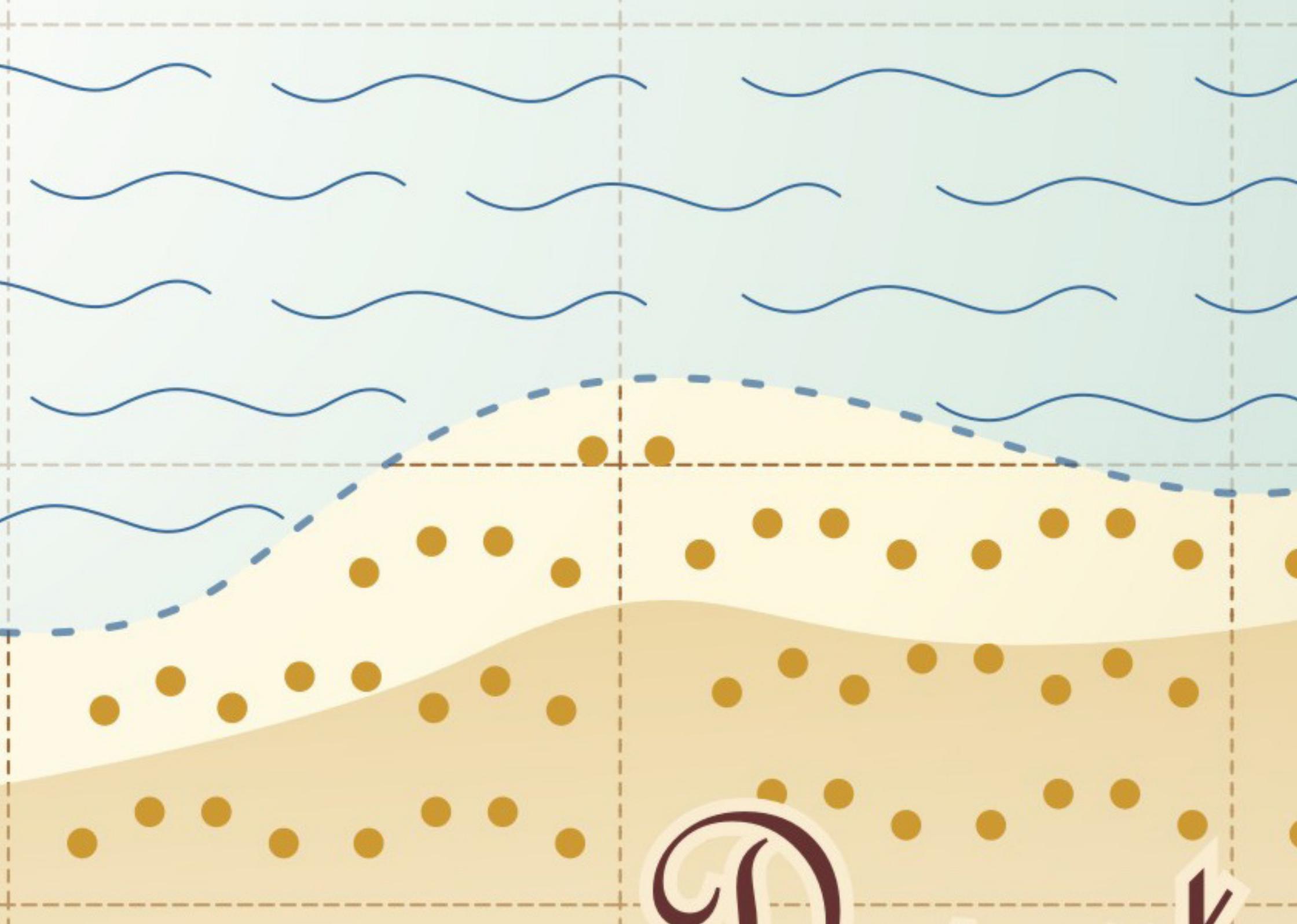


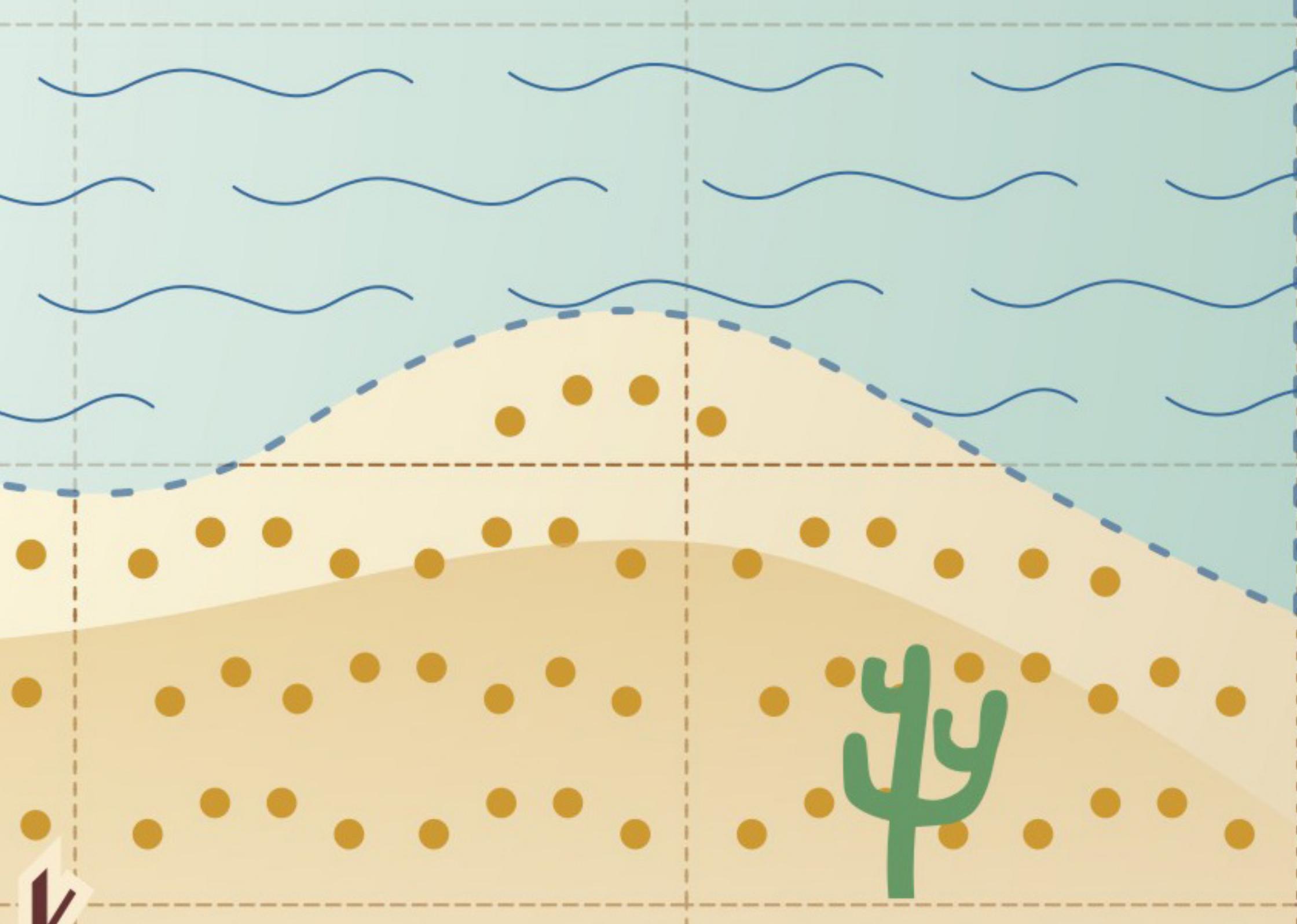


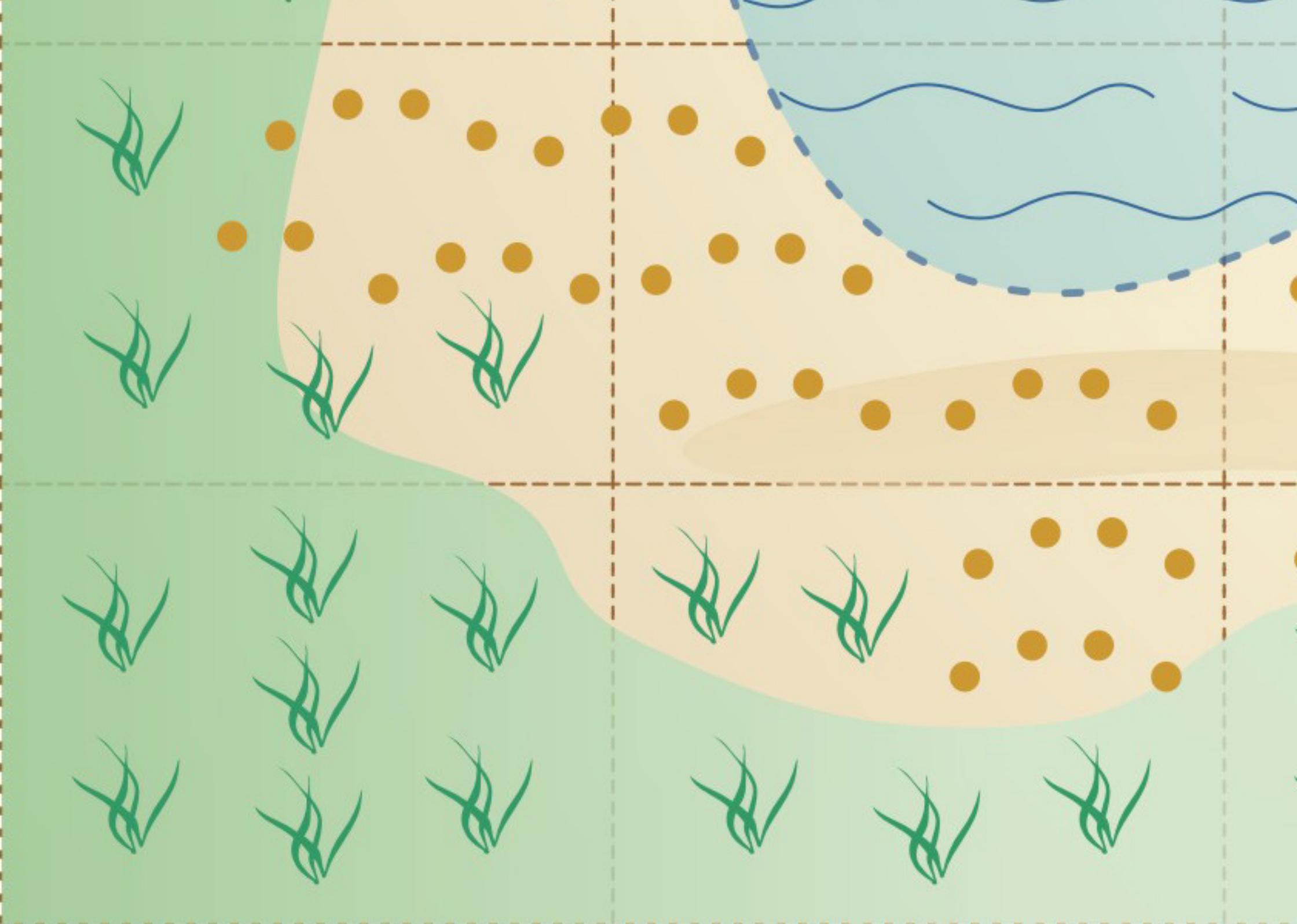


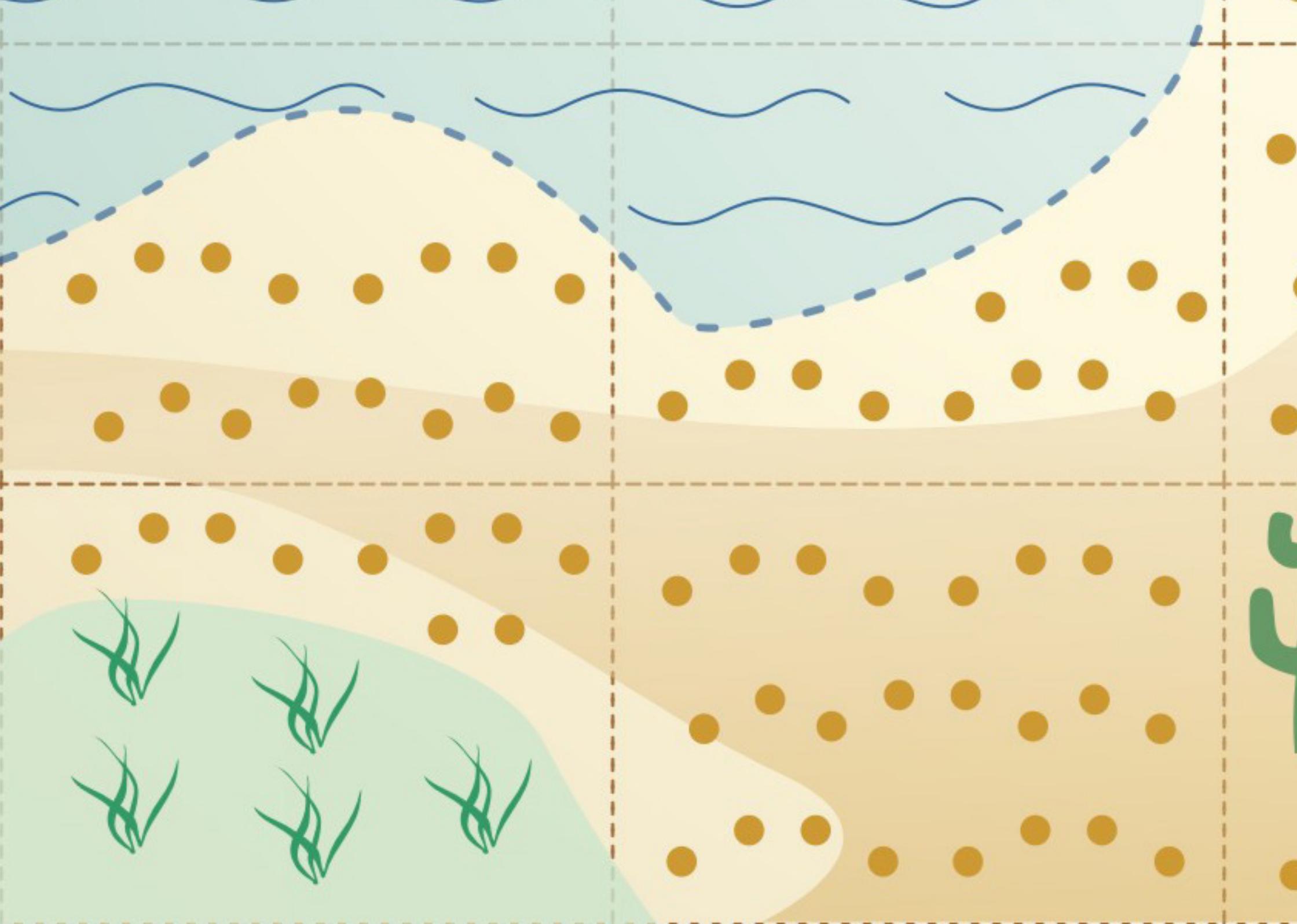
Island

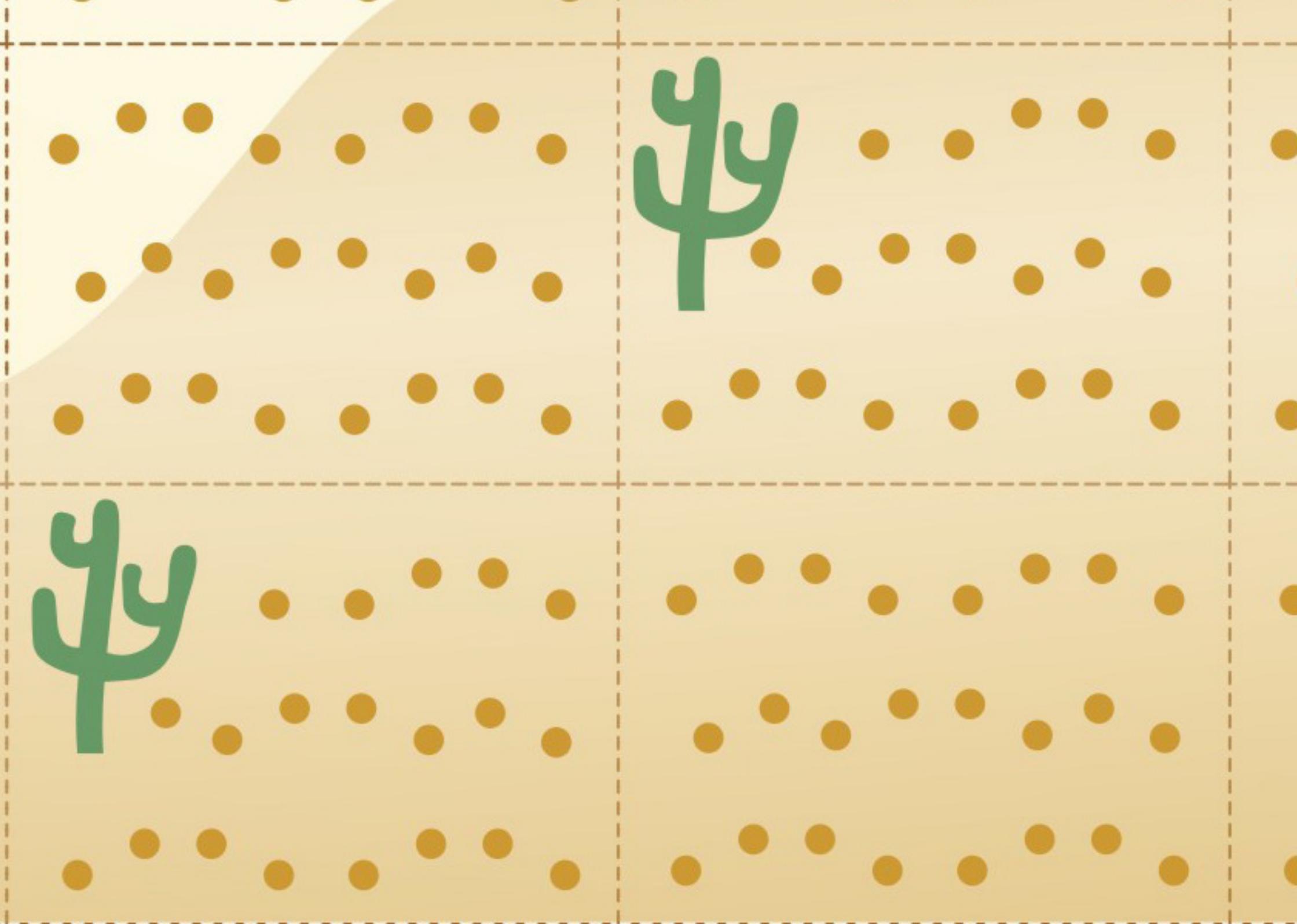












Desert



1

