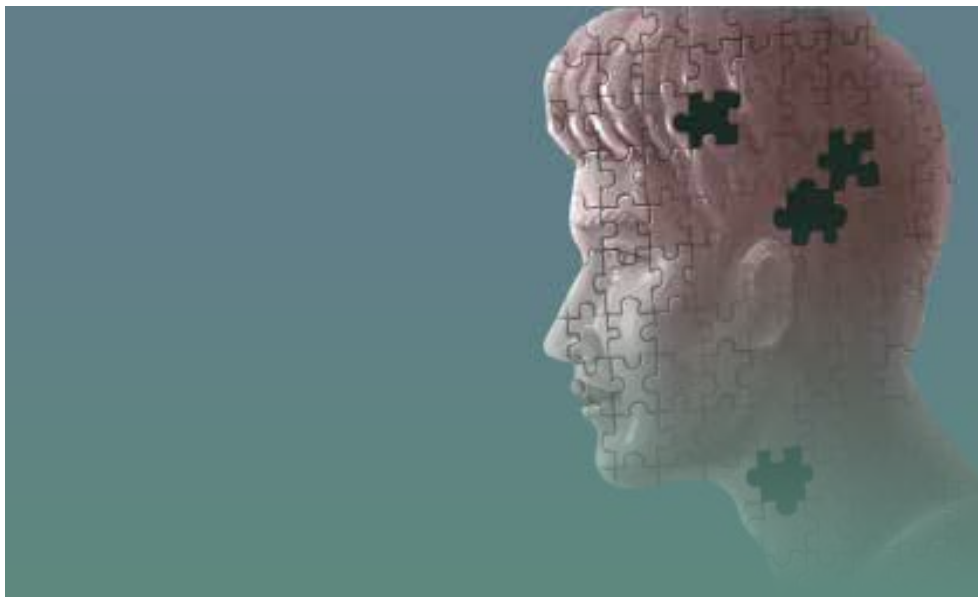




SIMULATION GAME

Tara - Youth Action Plan for Resilience

During a conference on Climate Change youth, civil society organizations, private stakeholders and government representatives come together to elaborate a Youth Action Plan for Resilience.



TARGETGROUP

Policy-Makers, Civil Society Actors, Youth Workers, Youth, starting from approx. 16 years

LEVEL

Beginner, Experienced, Expert

DURATION

> 6 hours

PARTICIPANTS

20-30, >30

LANGUAGES

Russian, English (possible to have both simultaneously)

Background

Youth participation in public life is a serious challenge in many countries, particularly given the imminent consequences of climate change on young people's everyday lives. While young people all over the world get mobilized for climate activism, their participation in decision-making processes is still rare. The simulation game focuses on the topic of resilience in times of climate change. By discussing the central question, „How to achieve strategic, inclusive, and resilient societies in the region in the face of climate change?“ actors commonly develop Youth Action Plan for Resilience (YAPR) in three main areas: Economic Participation, Education and Political Participation.

The negotiations are divided into two phases: while during phase one the participants aim to agree on a general preamble for each area, they discuss actions and recommendations for the YAPR during phase two. Since a big part of negotiations takes place in committees, it is possible to have three working languages and integrate participants with diverse levels of preparation. From the findings inside the simulation game, valuable lessons can be drawn that provide an ideal basis for further concrete planning in reality.

Scenario

The scenario takes place in the fictional region of Tara, which integrates three countries: Jayd, Bonia and Daraka. One third of the whole population of Tara are youth. According to the analysis „The Needs and Challenges of Youth“, conducted by three youth-led

LEARNING TARGETS

- > Increase mutual empathy between youth and youth-serving organizations, and policy makers to overcome prevailing mistrust towards government/ local authorities
- > Deeper understanding climate actions negotiations
- > Increase capacity of designing and establishing structured cross-sectoral dialogue, in which youth acts as a subject of cooperation



SIMULATION GAME

Procedure

During the simulation game, the actors will discuss the new Youth Action Plan for Resilience (YAPR). The actors represent different sectors (policy-makers, business, civil society) and follow different interests regarding youth and climate policy. Thus, during the negotiation rounds they have to convince others, in order to gain their support and to make sure that the actors' interests are reflected in the final document to the greatest possible extent.

Objectives

The overall goal is to gain a better understanding of the political discourse surrounding youth participation in decision-making processes concerning the future of ecological and social issues. Participants will gain general knowledge about developing and negotiating an action plan to benefit youth and to adapt to climate change, as well as the procedures for putting it into action.

