



GAME OF ZONES

Objective:

- Learn about the different sustainability concepts, identify synergies across categories and to discuss the concepts in a team and between groups

Setup:

- The required number of participants for this game is 6 players
- The limit should be 30 players
- The players sit around a table with the facilitator
- For each level, the respective icons are selected and put icon-side up in the table

Playing the Game:

1. For each category the facilitator defines a group with players; each group should consist of one player minimum, with up to 5 players maximum
2. The facilitator chooses a category for each group and picks 10 cards from the respective category for the group. The icons selected for the game are restricted to the icon of each level
3. Each group has 5 minutes to internally discuss the icons and to create a planning concept, which needs to include 5 out of the 10 icons
4. The concepts are presented in a short statement by each group to the other groups and the facilitator going around in a circle
5. The game pursues with a second round of group work – the facilitator defines two groups that are working together to develop a joint concept made up of their selected five icons, this time focusing on the synergies between icons and categories
6. The groups get 5 minutes to negotiate on which icons to use and which concept to develop
7. The teams present their work to each other

Winner:

- The winner – the team with the most convincing concept – is selected by vote



min 6



max 30



5 min

