

ROLE PLAYING CARDS

Neuvokkaat

Tips and instructions for teachers

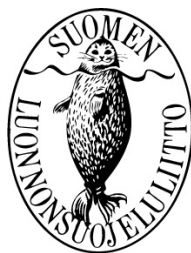
One of the objectives of consumer and environmental education is to enhance environmental awareness. An environmentally aware person recognises the environmental impacts of consumption, wants to act in an environment-friendly way and can make sensible choices from the point of view of his or her economy and the environment. "The Wise" lifestyle role-playing cards can be used in many ways, and they are suitable teaching aids in consumer and environmental education aimed at children and young people of different ages from preschool education onwards.

One of the main objectives of upbringing and education is to awaken and enhance people's environmental awareness by helping them consider their lifestyles.

Learning requires that one can perceive the entity consisting of consumption, environmental information, attitudes and action. As a teaching method, a role-playing game is based on personal experience and immersion in the role. The easiest way to adopt the three central principles of sustainable consumption - to consume less, to reuse and to recycle - is through personal experience.

Young people consider their own lifestyle a topical and interesting subject that can be discussed, e.g., in connection with functional problem-solving exercises. Students can identify with the imaginary roles and situations and think about the consequences of the different ways of action. The game variations of the role-playing cards are highly suitable background material for class discussions and can be used as stimulating material in drama education.

"The Wise" lifestyle role-playing cards can be ordered from the Consumer Agency free of charge.



- Työryhmä:**
- ◆Consumer Agency: Leena Heinilä, Taina Männistö
 - ◆Motiva Oy: Päivi Laitila, Irmeli Mikkonen
 - ◆Finnish Association for Nature Conservation: Jaana Hiltunen.
 - ◆Taina Iivanainen



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The cards present five families, each with a different lifestyle. Lifestyles are illustrated, i.a., by the hobbies and vehicle choices of the family members, the way they consume water and electricity and by the things they have acquired.

The Rustics (Family Väinämö)

Anni, Eeva and Lauri lead a self-sufficient life in the peace and quiet of the countryside. They pick berries and heat their house with wood.



The Wises (Family Neuvokas)

Erkki, Aila, Vilma, Santeri and Alexandra are environmentally aware persons. They care, influence and avoid unnecessary purchases.



The Sustainables (Family Touhula)

Jussi, Tiina, Sanna, Mikko and Teemu are at home in nature. They like to recycle, compost and use sustainable things.



The Hightechs (Family Poppila)

Jenni, Matias, Niko and Dad lead a life full of action. They know how to make use of the newest technology in their nature hobbies.



The Carefrees (Family Hällä-Väilä)

Heikki, Marketta and Jessica live surrounded by many things and devices. They use lots of water and electricity.



Instructions for the game are included in the deck of cards.

The deck of cards contains 20 picture cards and instruction cards in Finnish and Swedish for a role-playing game. If the number of players exceeds the number of cards, some cards can be duplicated. The cards may be reproduced for personal use only. "The Wise" role-playing cards can be used in many ways. Here are some hints. You can invent more, if you like.

ADDITIONAL HINTS:

Memory Game

This game needs a questioner and 2 –8 players. The aim of the game is to remember who is missing from the group.

1. The questioner spreads a few role cards on an even surface.
2. The players spend a moment looking at the cards, after which they look away from the cards.
3. The questioner removes 1 –3 cards.
4. The players try to remember what the removed cards were and what kind of life the persons on the cards lead. If the players cannot remember who is missing, the questioner gives them hints by describing the lifestyle of the person in question. The winner of the game is the player who first remembers who is missing from the group.

Picture stories

A) Tell the players about the picture.

1. Deal out a random card to each player.
2. Each player in turn invents a story related to the picture on the card; what the person has been involved with before, why the person shown on the card leads the kind of life he/she does...

B) What happens next?

1. Deal out a random card to each player.
2. Each player in turn invents a story related to the picture on the card; what happens next? Maybe something exciting or surprising...

Memory

1. Take two decks of role-playing cards.
2. Shuffle the cards and put them on the table in order, face down.
3. Each player in turn lifts two cards. The same kind of cards form a pair and the player can take it. If no pair is found, the player's turn ends and it is the next player's turn. The player who gets the most pairs is the winner.

Picture series of three cards

1. Divide the players into small groups.
2. Give each group three randomly chosen cards.
3. Together the players tell the others a short story with a theme. The persons shown on the cards must play a part in the story.

What do you know about my friend?

The game has one questioner and 6 –20 answerers.

1. One person from the group is selected questioner. The questioner studies the characters and walks out of the room, e.g., to the hall.
2. By discussing or drawing, the group selects a "Wise" person from the deck of cards. The card is passed around so that all members of the group can see it.
3. The questioner is invited to the group.
4. The questioner asks the members of the group: What do you know about my friend?
5. The group answers by describing the qualities and lifestyle of the selected character. For example, if the person selected as a friend is Lauri Rustic, the answer could be: Your friend lives in the countryside, your friend is a child, your friend does not waste natural resources, etc.

Comparison of lifestyles

1. Each player in turn lifts a card.
2. Before looking at the picture on the card, the player starts to say either: "I could belong to..." or: "I could not belong to..."
3. The player looks at the card he/she has lifted and compares his/her lifestyle with the lifestyles of the families on the cards. After the player has studied the card, he/she continues by saying, for example: "... to the Hightechs, because I like technical devices and own quite a few of them." Or "...because I don't care about brands, and often buy my clothes from a flea market."

Role-playing cards concerning one's own family

1. Think about the lifestyle of your own family.
2. Draw a card of each member of your family.

Whose lifestyle is different?

1. Put one family on the table - face up.
2. Add one visitor.
3. The players are asked, who is from a different family and how the lifestyles differ from each other.

Wise LIFESTYLE ROLE-PLAYING CARDS

Introduction

This game has cards for 20 players. Provide the players with role clothes and other inspiring material to make it easier for them to immerse themselves in the roles. The aim of the game is to learn to evaluate one's own behaviour from the point of view of sustainable development with the help of a role-playing game. It is important that matters are discussed and experiences are shared during the game.

The families

The cards show five families, each with a different lifestyle. The family members' hobbies, the vehicles they use, the way they use water and electricity, and the things they have acquired shed light on their lifestyles.

The Rustics (Family Väinämö)

Anni, Eeva and Lauri lead a self-sufficient life in the peace and quiet of the countryside. They pick berries and heat their house with wood.

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The Wises (Family Neuvokas)

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Issues for the players to consider

How are lifestyles adopted?

How did the role family see, hear and experience its environment?

What kind of habits did the family members have?

What things did the role family consider important?

Compare your lifestyle with that of your role family.

Which of the role family's habits do you recognise in your life?

Can people's lifestyles be classified in the same way as on the cards?

Is your lifestyle strictly your own business? Justify!

The progress of the game

Presentation of the cards

The cards are placed so that everybody can see them. The lifestyles (vehicles, hobbies, use of water and electricity, things...) of the persons shown on the cards are discussed.

Find your family

Each player is dealt one card and the other players must not see the name on the card. The players compare the cards and try to find their families. Lifestyles are clues. When a player thinks that he or she has found the right family, the names are checked. Those who have ended up in a wrong group will continue to look for their own families.

Take a role

The players ponder on the qualities, opinions and secret dreams of their characters. The players reveal their age, occupation, hobbies, favourite place or the things they consider important to their family members. Clothes, items etc. can be used to help the players identify with their roles.

Immerse yourself in the role you have taken

The family ponders on its lifestyle: where it lives, what kind of home it has, and what the family members do together. The family is presented to others briefly in the form of a play. For example: How does the Rustics' day start? What do the Wises do during their summer holidays? What do the Ecos eat for dinner? What is the Hightechs' Christmas like? What do the Wasters do in evenings?

Play!

Let's visit the neighbourhood or go on an imaginary trip. The players immerse themselves in their roles and spend their time accordingly. The starting point might be one day in the family's life, a shared free moment, somebody's birthday, a trip, celebrating a Lotto win, going grocery shopping, or a common new hobby.

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What happened?

The family meets to create a summary of its experiences. It can be a play, a sketch, a story, drawings, photos, poems, a comic strip, a few pages of a diary, a letter, a shopping list... The players discuss what they just experienced and ponder on the issues.

A variation of “The Wise” role-playing game for pre-school education

Familiarise yourself with the cards

The players sit in a circle. A grown-up makes one family at a time available for inspection. The children and the grown-up talk about the family: what the picture shows, what kind of family the person in the picture belongs to, what kind of life the person leads, what kind of a vehicle or public transport the person uses and what kind of hobbies he or she has, how he or she uses water and electricity, buys things and spends his or her free time. When all the families have been presented, each of the families is given a colour of its own. A colour code can be attached to a playing card with a paper clip. In the end, the colour codes are removed and the cards are gathered into a deck. For small children, the colour codes can be used during the whole game.

Deal the cards

A random card is dealt to each player. The cards are not shown to others. The grown-ups place the colour codes of all the families, consisting of, e.g., cardboard figures, in different corners of the room.

Find your family

Compare the cards and try to guess, who belongs to the same family as you. Pay attention to the lifestyles of the families. When you think that you have gathered a whole family, the names are checked. If you have ended up in a wrong group, start looking for your right family. The families meet in the places shown by their colour codes.

In conclusion, the lifestyles of the families can be discussed.

Feedback and ideas for new games: posti@kuluttajavirasto.fi