Activity 4.5 Governance and Social Conflict

Learning Goal: Participants explore drivers of power and economic interests; experience on

conflict resolution
Format: Role-playing

Materials/Context: Description of the scenarios, roles

Estimated time: 1 hour 30mins

Level: 3

Description: Participants are divided into groups of 4. Each group is assigned with a small story of an issue or conflict raised by the themes of Activity 4.4. Each group is assigned with a story that describes a case of conflict between different agents (ROLES). Each participant chooses to play one of the roles trying to embody certain characteristics of the particular role. Time is given to everyone get into the role. Participants should interact in a way that allows them to use different strategies, understand complexities in decision making, as well as identify hidden agendas and interests. Participants having the role of the "OBSERVER" in each table are keeping notes of the debates. (45 mins)

<u>Suggested roles:</u> policy maker, general public, NGO, business, teacher, scientist, other more specific professions, students, media etc.

Time is also given to the participants to go out of the selected roles. Each group shares its experience in plenary:

- · what was the conflict about;
- · main points raised by the roles;
- · were the roles consistent to the reality;
- did you manage to get to consensus;
- · what did you learn about policy making (45 mins)

Suggestions for the facilitator

The game could also be a simulation where a real life situation is presenting to the participants. It could be a resent conflict that they heard on the news and it is relevant to sustainability and environmental justice. The facilitator may also refer to specific cases of conflicts around the world (eg. indigenous fight for Environmental Justice). The goal of this alternative version will be to find a way to resolve the conflict with all participants being happy with the result. Facilitators may use the Environmental Justice Atlas (https://ejatlas.org/) to find cases that could be used for this activity.