

Fest It Up Workshop Guide

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Introduction

Fest It Up! is a serious game in which youngsters take control. In small teams of up to three students, they build their own festival, from food trucks to energy supply, from merchandise to waste management. Every choice they make has an impact: on their finances and the success of their festival. At the end of the workshop, they present their festival with a convincing pitch.

This game was developed as part of the Erasmus+ project *AlphaSkills*, which supports youngsters aged 13 to 15 years old in developing their talents and making career choices with a focus on sustainability. *Fest It Up* is in line with this mission: young people think critically about solutions and learn how they can make a difference by making smart choices.

The game is based on four circular economy strategies linked to a fan base: **Rethinkers**, **Reducers**, **Reusers** and **Recyclers**. Youngsters engage with a context that appeals to them—festivals—and gain insights into sustainability; behaviour and choices in a playful manner. They experience that circular thinking is not limiting, but rather invites creativity and innovation.

With *Fest It Up*, you work on more than just environmental awareness. The serious game focuses on **Green Skills**— skills such as collaboration, systems thinking, taking responsibility and solution-oriented thinking. These are competencies that not only prepare youngsters for tomorrow's job market, but also strengthen them as active citizens today.



Goals






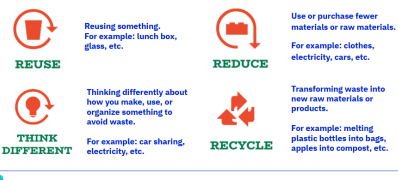

1. Exploring the concept of 'circularity' by analyzing recognizable choices and examples.
2. Recognizing and applying four circular strategies (Rethink, Reduce, Reuse, Recycle) within a realistic context.
3. Working together as a team to design your own festival and make well-considered, strategic choices.
4. Reflecting on the consequences of choices and discovering how they affect sustainability, society and the economy.
5. Developing a pitch and presenting the results by clearly articulating and substantiating choices.


Materials

- Laptops/tablets (1 laptop/tablet per 3 youngsters)
- Stable internet connection
- Website Fest It Up
- Strategycards

Workshop manual

Slide	Instruction
	<p>Introduction (5 min.)</p> <p>“Welcome to ‘Fest It Up!’”. Today you will organize your own festival. You will make decisions about energy, food, waste management and transport. Every decision will have consequences for your budget and the success of your festival.</p> <p>You will organize a festival for different kinds of fans (= target audience). These fans consider it important that you work according to a sustainable strategy. Through playing the game, you will not only learn what circularity means, but also how to think creatively and critically about sustainable solutions. At the end of the game, you will present your festival during a short pitch.</p> <p>Before we begin:</p> <ul style="list-style-type: none"> • “When organizing a festival; which elements and decisions come into play?” • “What do you think circularity means?”
<p>Circularity?</p> 	<p>Concept of Circularity (2 min.)</p> <p>‘Circularity’ means using (raw) materials as intelligently as possible, reusing them or repurposing them so that we waste as little as possible. It’s not just about recycling, but also about thinking creatively, reusing and avoiding throwing things away.</p>

<p>Fans</p>  	<p>Exploring R-strategies (2 min.)</p> <p>To work towards circularity in organizing our own festival, the fanbase considers their own strategy to be the most important.</p> <p>Briefly summarize the strategies by asking students what they think the different strategies mean. Mention that there are even more strategies, such as repairing and refusing.</p>
<p>What belongs to which fans?</p>   	<p>Introduction of the fans (R-strategies) - 10 min.</p> <p>You organize a festival for the fans. Each type of fan finds different things important and wants you to work according to their strategy.</p> <p>To familiarize ourselves with the fan strategies, we will place five objects with the different strategies. Which object would you place with which fan strategy?</p> <p>In a group discussion, we place the different symbols next to the correct fan strategy. Multiple correct answers are possible.</p> <p>For example: Think different: car - car-sharing platforms, lamp - renewable energy, ... Reuse: lunch box Recycle: composting apples, recycling broken glass, ... Reduce: use of the car, use of electricity, ...</p> <p>Other ideas and examples are also possible.</p>
<p>Fans</p>  	<p>Additional exercise (10 min.):</p> <p>Give each group a strategy card.</p> <p><u>Challenges:</u></p> <ul style="list-style-type: none"> - Think different: How can you approach the idea of 'tickets' in a completely different way, without creating any waste? - Reuse: You still have a large amount of T-shirts from a previous edition of the festival. How can you reuse them? - Reduce: You want flyers, gadgets, banners, goodie bags, ... but it's all piling up. What can you eliminate or change to use less materials? - Recycle: Your festival receives a lot of cardboard packaging for materials and food deliveries. Come up

	<p>with a creative way to recycle the cardboard into something useful.</p> <ul style="list-style-type: none"> - Mo-Money: Three sponsors want to support your festival. Pick one sponsor. <p>Have groups discuss for 5 minutes. Afterwards, each group briefly shares their challenge and solution. Ask the question:</p> <p>“Does this solution match their strategy?”</p> <p>Keep in mind that the different strategies have some overlap.</p>
	<p>Fest It Up team work (+- 15 min.)</p> <p>To introduce circularity, we are organizing a festival. Before we start Fest It Up!, we will form groups of up to three youngsters.</p> <ul style="list-style-type: none"> - Each group follows the strategy of their fans (see strategycard) - Older groups can pick their own strategy. Try to ensure that different strategies are chosen. <p>The groups play the game independently. If a group finishes early, they can practice their pitch.</p>



Pitch (+- 15 min.)

After the game, each group will have a maximum of 5 minutes to pitch their festival.

If there is not enough time, you can also move on to a group discussion, using the questions below.

- What choices did you make that suit your fans?
- What was it like to make choices that suit your fans?
- What do you think the best strategy would be?
- What would you do differently if you could combine all the fans?

Additional exercise - Dilemma game (10 min.)

To conclude we will play a dilemma game. Make sure you have enough space.

Instruct the group: left of the line = yes, right of the line = no, on the line = i don't know.

Announce the dilemma's one by one, let the youngsters move to yes/i don't know/no.

Dilemma's:

- "We held our fan strategies into account, but it was not our main focus"
- "We mainly chose what we liked best, not what was important to our fans"
- "Working together went well."
- "I now see more clearly what I can do myself to live in an environmentally friendly way."

You can add dilemma's of your choice. For each dilemma, ask a few youngsters to share their point of view.