

RESOURCE- DON'T GO!

Discover the world of science and solutions for the sustainable use of resources within the framework of bioeconomy and develop your own ideas for the future!

The board game Resource Don't Go! was developed by international students as part of a summer school on the topic "How is bioeconomy going to shape our world?" at the University of Hohenheim in order to give interested parties playful insights into the possibilities and challenges of a sustainable and circular bioeconomy.

The game is suitable for use in schools as well as at universities. The learners can create playing cards themselves and present them to the other players. The game can thus be used in various courses that deal with the topic of bioeconomy.

The game, playing cards and game board are available for download under the open-source principle: www.biobee.eu/media

Playing age: Depending on how much children are being guided, the game is suitable for children from the age of 10. If the content of the game cards is prepared in the classroom, the level of difficulty can be independently adjusted to suit younger players. You can find templates for new playing cards at www.biobee.eu/media.

For schools: Prepare turquoise and orange cards as tasks during project work. Also, determine in this step how many spaces you can move forward or backwards (between 1 and 3 per card). The number of cards can be determined by the rounds that will be played. Suggestion: At least 12 cards for each card colour should be prepared (24 cards in total).

Number of players: 2-4 players or 2-4 teams (the number of the players in each team can be determined according to the class size)

Equipment: Game board, resource cards (orange and turquoise).

Required additional materials: Dice, pawns (not included in the game for reasons of sustainability - please use from your own stock). Suggestion: students can go outdoors to collect their own pawns - stones, leaves, branches, flowers, etc.

HOW TO PLAY?

The aim of the game is **not to reach the end field** if possible. Reaching the end field means you have used up all the resources! Sounds confusing - but it really isn't:

- 1 Determine how many rounds you want to play and whether you play individually or in teams.
- 2 Each team picks a pawn which then represents the team on the board.
- 3 Please determine the members of the jury (preferably one member of each team), who will judge whether the solution presented to overcome the challenge of your orange card is valid to relieve you from having to proceed or not.
- 4 Place the orange and turquoise playing cards face down next to the playing field.
- 5 **Let's go! When it's your team's turn, roll the dice and move clockwise.**
- 6 This game is equipped with turquoise and orange cards. Turquoise cards provide solutions as suggested by innovators, researchers and citizens who work on the transition towards a sustainable and circular bioeconomy. Orange cards represent challenges still to be solved that hinder the transition towards a sustainable and circular bioeconomy.

If one of you reaches a turquoise field with your pawn, a turquoise card is selected. Similarly, if you reach an orange field, you should select an orange card. You can only use the selected cards once per round. There are also light green fields on the game board. If you reach one of these fields, you remain in your place without selecting a card.
- 7 On your turn, you read out what is on this card to the others. Now it's time to collect: What ideas do you have for this card? Have you ever heard of the topic? Have you perhaps even come across this solution or challenge in your everyday life? Start a conversation!

The card you select will indicate how many fields you should move. Turquoise cards will let you move backwards but if you select an orange card you have to move forwards which indicates that your resource use increases - but wait: **Resource Don't Go!**

If you arrived at an orange field but you don't want to move forward, you should convince the jury. Find a suitable solution to the challenge presented on the orange card. The jury will evaluate your argument and decide whether you are allowed to remain on the orange field you arrived at or you have to move forward as indicated by the orange card.
- 8 After the end of the turn, the team player representing the team places the card face up next to the field and it is the next team's turn.
- 9 The team which has covered the shortest distance on the game board after the amount of rounds set at the beginning wins.