

A JOURNEY OF THE ECO-EXPLORER!



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INSTRUCTIONS FOR THE GAME

What is included in the toolbox?

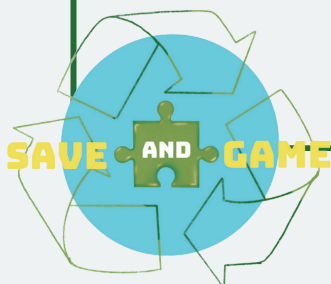
- Instructions sheet
- Directions sheet
- Materials checklist
- Scenario sheet
- 5 puzzles
- 5 answer keys
- 5 explanation sheets (hints)
- Game visuals
- Reward certificate
- Tips to include youngsters with SLDs

Learning objectives

- Developing a deeper understanding of climate change, including its causes, effects, and global impact
- Understanding the concept of climate justice and its relationship to climate change
- Discovering the importance of education in tackling climate change and related issues

Trained skills

- Teamwork
- Time management
- Problem solving
- Critical thinking



INSTRUCTIONS FOR THE GAME

Puzzle types



Manipulation-type
puzzles



Observation-type
puzzles



Decoding-type
puzzles



Logic-type
puzzles

Level of difficulty

Intermediate



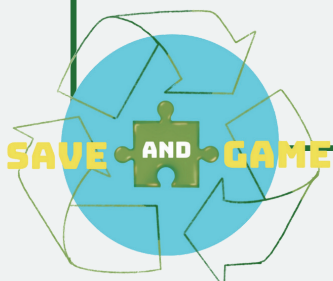
Duration of the game

1 hour



Number of players

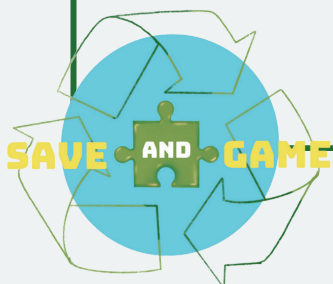
4



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DIRECTIONS FOR THE GAME MASTER

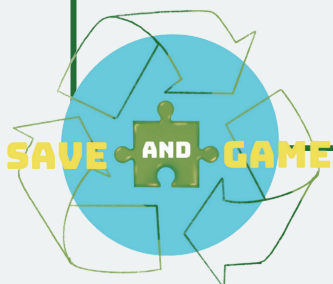
1. Print the content of the toolbox
2. Prepare the room with the help of the checklist
3. Prepare the letters/cards/signs for each step of the game
4. Give introductory speech to the players
5. Follow the progression of the players throughout the game flow and provide them with hints when they are stuck on a puzzle
6. After the game, organise a debriefing session with the players. Ask them what their feelings are about the game and the learning objectives
7. Do not forget to hand out the reward certificates to the players before they are leaving



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MATERIALS CHECKLIST

- World Map
- Countdown timer Functional
- Computer Functional
- Envelopes/Letters/Cards
- Standboards Functional
- Pens/Papers/Glue Functional
- Farming tool/Bowl/Mud/Plant
- Box/Drawer/Stamp/Padlock/Books
- Handmade “art” sculpture
- Other props e.g. (bottles, bottle caps, straws)

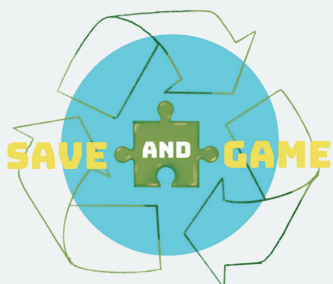


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A journey of the Eco-Explorer!

Background story

“In an intriguing space divided into sections representing five countries – Sri Lanka, the United States, Somalia, Croatia, and France – you stand, Eco Explorers with a vital mission. A world map in front of you holds the key. Working together, you must solve puzzles and uncover clues to travel through these lands. Time is not your ally! A looming countdown timer reminds you of the dwindling hour in which you have to save the planet. Your role as Eco Explorers is more than a title; it's a calling to protect the Earth's balance. As you decipher riddles in each country's section, you'll unveil a connection that binds them all. Can you unravel the mysteries, unlock pathways, and secure the world's future before the clock ticks down? The destiny of the planet rests in your hands.”



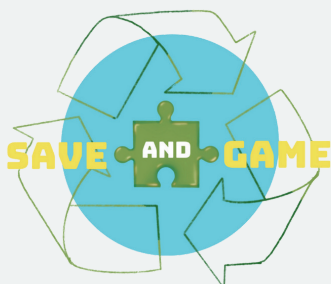
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A journey of the Eco-Explorer!

The Mission

What do you say to the players at the very beginning of the game:

"Embark as Eco Explorers on a cryptic journey among distant countries. You have one hour to save the world. The world is plagued with numerous problems, and only by solving them methodically you can make a difference. Time is ticking, and the fate of the planet rests in your hands."



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PUZZLE N°1

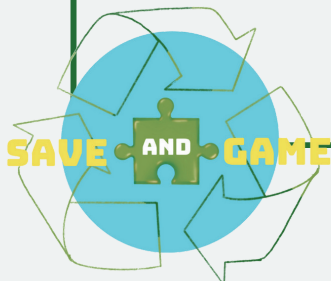
Climate Enigma

At the start of the puzzle players receive a letter:

“Are you ready to take your first step into the Journey of the Eco-Explorer? Be prepared to embark on a unique adventure that will challenge you while unraveling the mysteries of climate change. As you start with your first task in the setting of a Sri Lankan tea farm you'll uncover the web of climate issues that threaten this beautiful landscape and its communities. Your mission is to decode a series of mysterious messages, which were left to you by the locals from Sri Lanka, hidden throughout the tea farm. These encoded messages will unlock the secrets behind the worst climate problems in Sri Lanka. But watch out! The answers are all around you.”

Puzzle type: Logic-type puzzle 

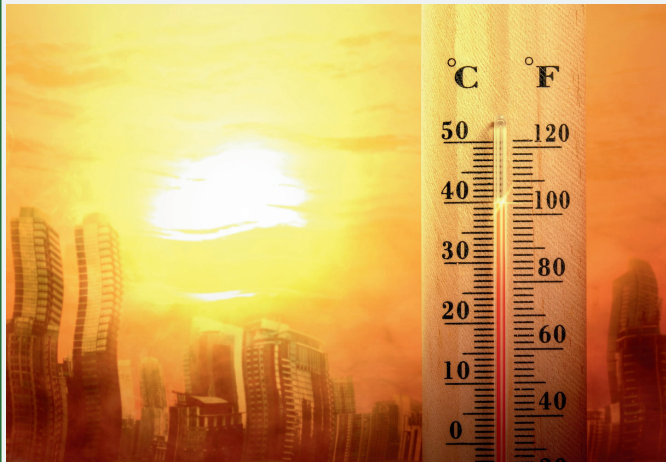
Estimated resolution time: 10 minutes



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PUZZLE N^o1

Climate Enigma- Solution



Sri Lanka - heat waves



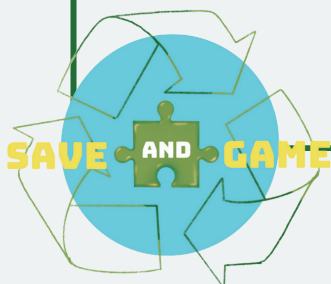
Sri Lanka -Rising sea levels



Sri Lanka- Floods



Sri Lanka- Deforestation



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PUZZLE N°1

Climate Enigma - Solution

Decoded Messages:

Message 1 (A message hidden behind old farming tool):

“Vulnerable crops wilted under the blazing sun.
Extreme heat waves threaten our harvest!”

Message 2 (A message hidden inside the bowl):

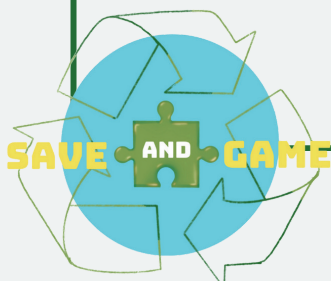
“Rising sea levels endanger our
coastal communities.”

Message 3 (A message hidden under the plant):

“Deforestation leads to soil erosion, affecting our
wildlife and farmers alike.”

Message 4 (A message hidden inside the mud):

“Recent floods have caused the loss of my family
home!”



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PUZZLE N°1

Climate Enigma - Hints

Hint n°1:

Objects around you contain hidden messages!

Given to the players

YES

NO

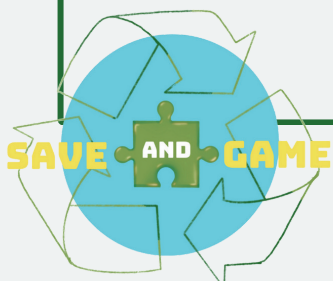
Hint n°2:

Answers are all around you. Pictures are representing different weather phenomena!

Given to the players

YES

NO



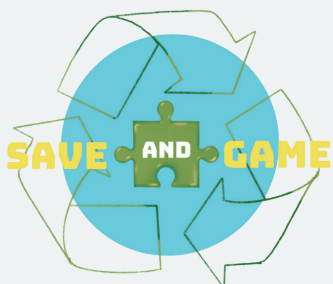
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PUZZLE N°1

Climate Enigma - End

At the end of the puzzle players receive a letter:

"Congratulations on successfully addressing the climate challenges in Sri Lanka! Now step forward and leave behind the beautiful landscapes of Sri Lanka. Your next stop will take you on an eye-opening journey to explore the global impacts of the USA!"



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PUZZLE N°2

Environmental Impact Trail

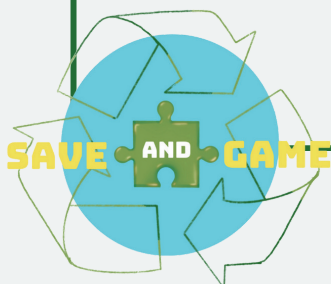
At the start of the puzzle players receive a letter:

“Embark on a journey of investigation and discovery as you delve into the intricate web of the USA's footprint on our planet. Get ready to unveil the secrets hidden within its industries and their reverberations across the globe. You are now environmental investigators traversing through the harmful facts of fossil fuel emissions, meat industry, textile Industry and deforestation with the help of a presentation presented on a computer. So, let's go on this environmental impact trail where every number is a clue, every scene a story, and every revelation a step closer to a solution!”

Puzzle type: Observation-type puzzles



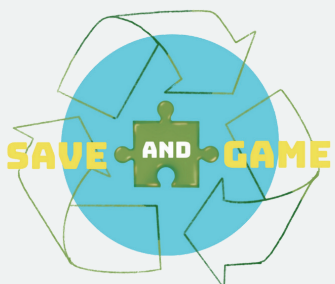
Estimated resolution time: 10 minutes



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PUZZLE N°2

Environmental Impact Trail



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Environmental Impact Trail - Solution

1. Fact: The USA is one of the world's top producers of fossil fuels, responsible for **14%** of global CO2 emissions.

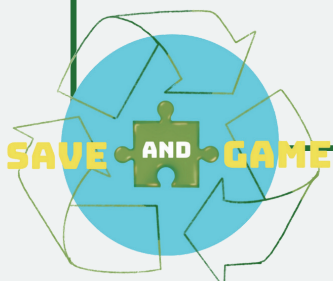
2. Fact: The USA is the second-largest consumer of meat per capita globally, with an average of **100** kg of meat consumed per person annually.

3. Fact: The USA is a major contributor to global textile waste, discarding approximately **13** million tons of textiles every year.

4. Fact: Since the 1600s, the USA has destroyed **75%** of its virgin forests.

**Sum all the fact numbers together:
14+100+13+75=202**

The players must proceed to the next station that has the number "202" in the title to continue their travel.



PUZZLE N°2

Environmental Impact Trail - Hints

Hint n°1:

Paper and pen are here to help you:

"A smart person writes a fool remembers!"

Given to the players

YES

NO

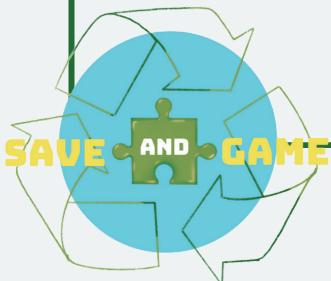
Hint n°2:

Numbers are the threads, their sum will lead you to will lead you to the n

Given to the players

YES

NO



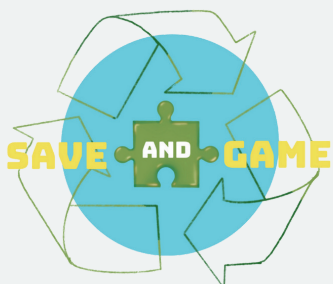
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PUZZLE N°2

Environmental Impact Trail - End

At the end of the puzzle players receive a letter:

"Bravo, environmental investigators! You've delved deep into the global consequences of US industry. Your commitment to uncover the environmental truth is truly inspiring. Now, it's time to broaden your horizons further. Your next destination is a secret, but you will find it if you look for a number you just got! Can you find it?"



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PUZZLE N°3

Ranking urgency - 202

At the start of the puzzle players receive a letter:

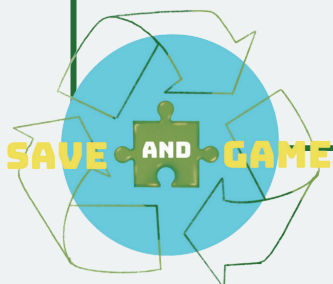
“Welcome to a journey that leads you through the Ranking urgency of problems. Here, you'll uncover the intricate web of climate problems that weave our planet's fate. Picture yourself standing in Somalia, where the delicate balance of nature is under siege. In this challenge, you'll explore the most pressing climate issues facing this region, each marked with a countdown. Your task, as the explorers of the change, is to match these climate problems with their corresponding solutions which are hidden within this room written on the cards. Cards hold sustainable answers that can tip the scales towards a more resilient future!”

Puzzle type:

**Manipulation-
Decoding type
puzzle**



Estimated resolution time: 15 minutes



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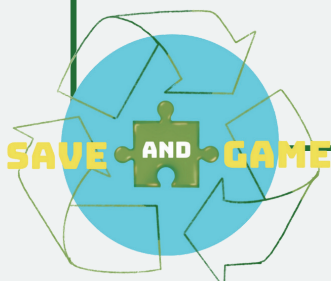
Ranking urgency - 202 - Solution

1. Extreme Storms , **1** year = Climate Resilient infrastructure **D**
2. Sea-Level Rise, **3** years = Better Coastal Zone and Natural Resource Management **B**
3. Desertification and Droughts, **4** year = Sustainable Agriculture practices and Water Resource Management **A**
4. Floods, **5** years = Early Warning Systems and Evacuation Strategies **C**

After putting the problems in a row of importance of solving them the answer is the order of the letters written on the problem cards.

It says: **D,B,A,C**.

Letters D,B,A,C will be the code needed in Croatia station.



PUZZLE N°3

Ranking urgency - 202 - Solution

Problems will come
the question is when?

1. Desertification and droughts, 4 year
2. Sea-level rise, 3 years
3. Floods, 5 years
4. Cyclones and extreme Storms , 1 year



Cards hidden
in a box

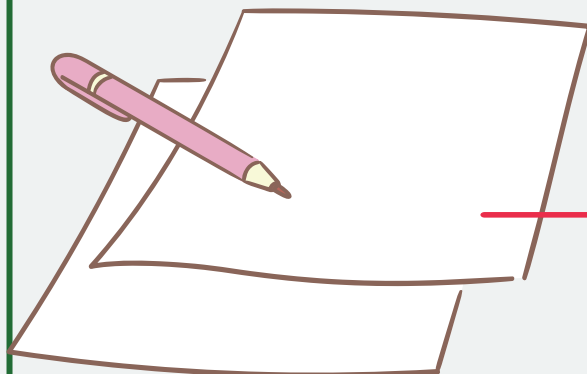
Early Warning Systems and Evacuation Strategies

C

D Climate Resilient Infrastructure

B Coastal Zone and Natural Resource Management

A Sustainable Agriculture practices and Water Resource Management




A Desertification and Droughts, 4 years

B Sea-Level Rise, 3 years

C Floods, 5 years

D Cyclones and Extreme Storms , 1 year

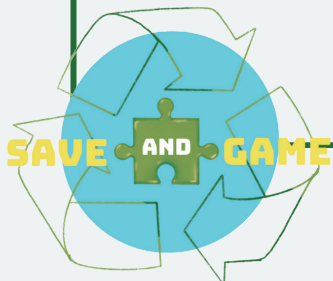
 **ANSWER**

D Cyclones and Extreme Storms , 1 years

B Sea-Level Rise, 3 years

A Desertification and Droughts, 4 year

C Floods, 5 years



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PUZZLE N°3

Ranking urgency 202 - Hints

Hint n°1:

Paper and pen are here to help you:

"A smart person writes a fool remembers!"

Given to the players

YES

NO

Hint n°2:

Years matter! Which problem would you solve first?

Given to the players

YES

NO

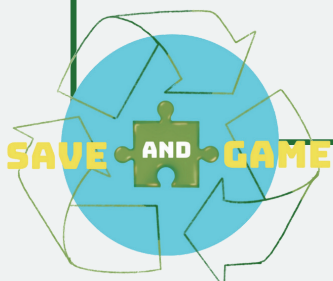
Hint n°3:

The letters are important, they lead you to the end of the puzzle.

Given to the players

YES

NO



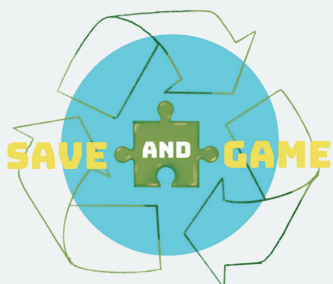
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PUZZLE N°3

Ranking urgency 202 - End

At the end of the puzzle players receive a letter:

“Congratulations, intrepid investigators! You've explored the pressing climate issues in Somalia, gaining crucial insights into the challenges faced by the resilient people of this region. Now, prepare for a change of scenery as your journey continues. You'll find yourselves in the breathtaking summer landscapes of Croatia. But be careful, hold onto the answer you just got!”



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PUZZLE N°4

Journey of ecotourism

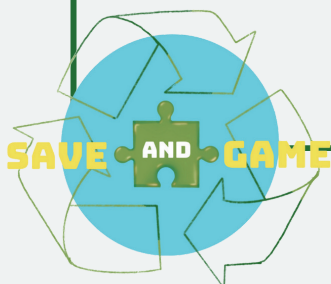
At the start of the puzzle players receive a letter:

“You don't like what you see! Seeing what excessive tourism can do, you, as eco-enthusiasts, are inspired to create an eco-friendly accommodation, to take on a journey of ecotourism! Your task is to open your own eco-friendly accommodation. To do this, you must uncover eco-friendly practices and effects that counteract the negative effects displayed on the wall. Seek out these practices hidden within the room and match them with the effects to pave the way for a brighter future. Are you ready to take on the challenge and present your eco-friendly accommodation to the moderator for verification? Through ecotourism for a stamp!”

Puzzle type: Logic-type puzzles



Estimated resolution time: 15 minutes

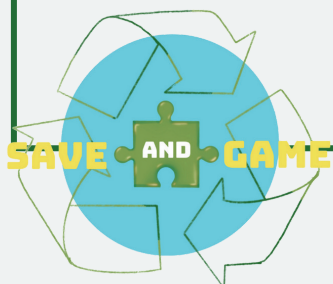


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PUZZLE N°4

Journey of ecotourism

Pictures of overtourism in Croatia placed on the wall:



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PUZZLE N°4

Journey of ecotourism

Negative effects displayed on the wall with pictures:

Overcrowding

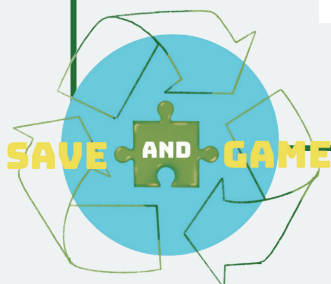
Environmental degradation

Noise Pollution

Historic site damage

Big carbon footprint

Waste overflow



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PUZZLE N°4

Journey of ecotourism - Solution

A **positive practice list** will be within a book on a bookshelf. Players need to examine the books and find the correct one which is labeled "Green Living Guide."

To discover **the list of positive effects** they need to have a combination (D,B,A,C) from the previous puzzle because the list is hidden in the locked drawer and requires a combination 4,2,1,3 which corresponds to the letters D,B,A,C to be open. On the drawer a piece of paper would be placed saying 1,2,3,4 is the same as A,B,C,D.

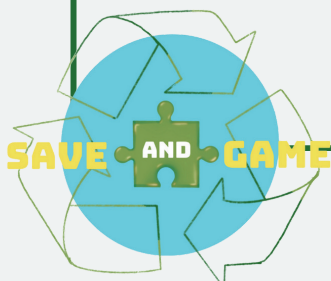
Recycling and waste reduction → **Cleaner air and water**

Supporting local businesses → **Enhanced local economy**

Using renewable energy sources → **Reduced Carbon Footprint**

Conserving water → **Maintaining a Healthy Water balance**

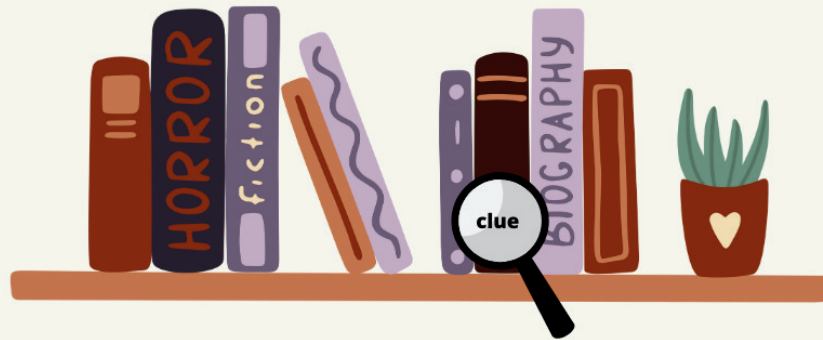
Preserving natural habitats → **Biodiversity conservation**



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PUZZLE N°4

Journey of ecotourism- Solution



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PUZZLE N°4

Journey of ecotourism - Hints

Hint n°1:

Books can hold more than stories within their pages.

Given to the players

YES

NO

Hint n°2:

Much like revealing truths in life, opening a drawer requires patience and attention.

Given to the players

YES

NO

Hint n°3:

You brought something from Somalia that will help you in Croatia.

Given to the players

YES

NO

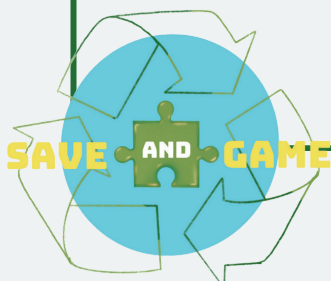
Hint n°4:

Every good practice has its own effect. Connect them!

Given to the players

YES

NO



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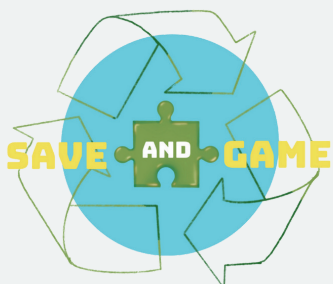


PUZZLE N°4

Journey of ecotourism - End

At the end of the puzzle players receive a letter:

“As you move forward on your journey, remember that the choices you make today will shape a greener and more harmonious tomorrow. Onward to the next puzzle, discover France and step into the shoes of an artist!”



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PUZZLE N°5

Art for Earth

At the start of the puzzle players receive a letter:

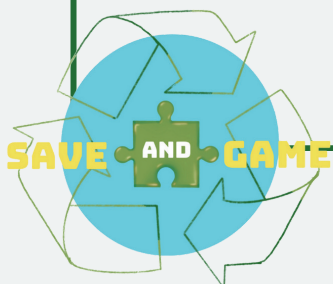
“Welcome to the immersive world of "Art for Earth." Today, you find yourselves in the heart of France, standing at the crossroads of creativity, climate consciousness, and urgency. As you step into this adventure, you'll see artwork from a French artist who is crafting more than just sculptures – he's shaping awareness about climate change! The artist has ingeniously fashioned a sculpture using recycled materials, a symbol of sustainability. Yet, there's a twist – the artist is running late for the "Art for Earth" exhibition! You're here to recreate his masterpiece. Observe the original sculpture, uncover hidden components, and match them with the recycled materials nearby.”

Puzzle type:

**Observation-type
puzzles**



Estimated resolution time: 10 minutes

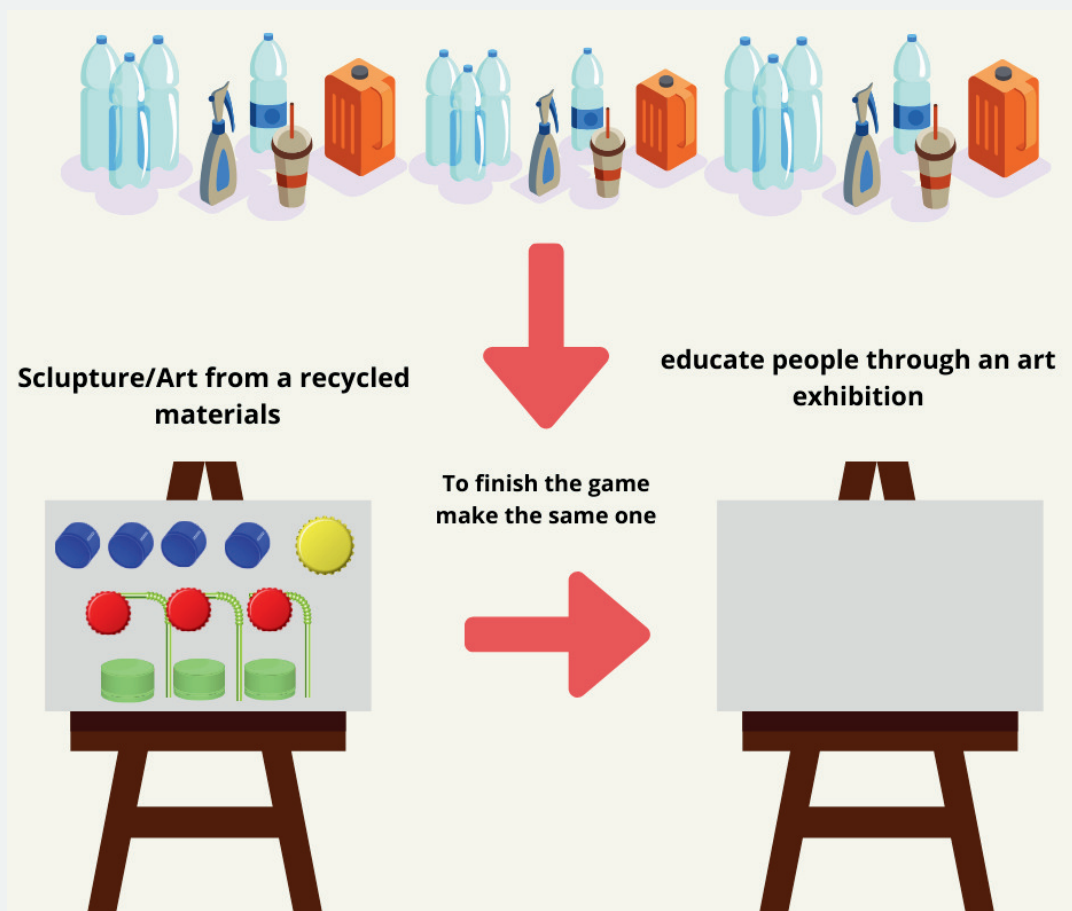


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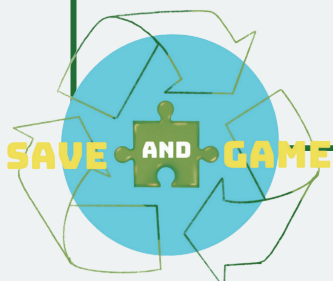
PUZZLE N°5

Art for Earth - Solution

Once players have correctly combined the materials and components in the correct order, the sculptures are done and ready to be presented on the “Art for Earth” exhibition.



When the players place the sculpture together and they are the same, the exhibition starts and the puzzle is over.



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PUZZLE N°5

Art for Earth - Hints

Hint n°1:

All materials are within!

Given to the players

YES

NO

Hint n°2:

Everything is faster and easier by using glue.

Given to the players

YES

NO

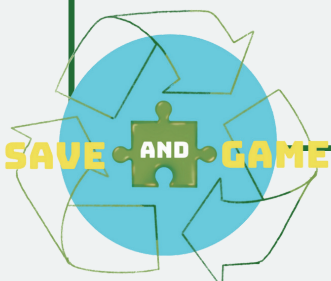
Hint n°3:

Choose the right colors!

Given to the players

YES

NO



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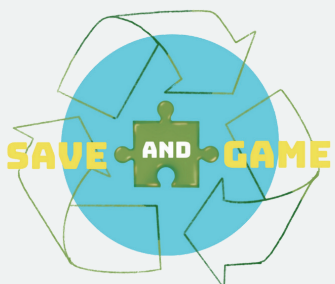
PUZZLE N°5

Art for Earth - End

With the end of the puzzle 5 the game is finished, players have managed to save the world.

To mark the end of the game, with an audio signal it will be said:

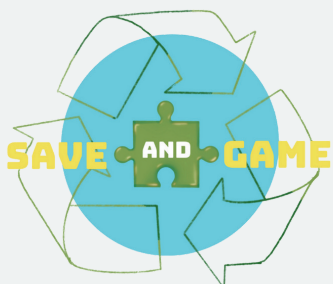
“Congratulations, You managed to save the world!”



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TIPS for debriefing the game

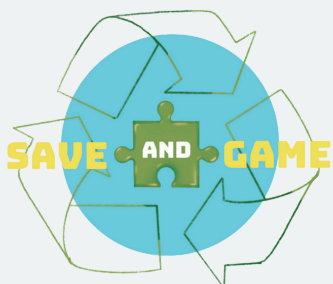
- Ask the group how they are feeling after completing the game. Take a few minutes to discuss the outcome of the game and evaluate together the level of cooperation and teamwork effort.
- Individually ask each player what they believe went well for them, and what did not.
- Discuss the learning outcome of each enigma and assess what knowledge the players have gained from them.
- Summarise what has been said before letting the players go.



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PUZZLE N°1 - Debriefing

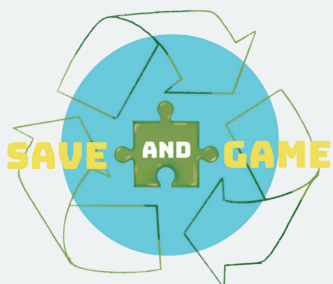
The players find themselves in a room representing a Sri Lanka country. People there are facing unique challenges related to climate change. The room is filled with pictures representing climate problems in Sri Lanka. To progress in the game, players must encode messages written by Sri lankan people that reveal the worst climate problems in Sri Lanka. Images around them (pictures on the wall) hold the answers to the decoding quest. This activity will engage players in critical thinking while educating them about real climate challenges in Sri Lanka. Also, they will develop a deeper understanding of climate change together with learning about the disproportionate impact of climate change on vulnerable communities and regions.



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PUZZLE N°2 - Debriefing

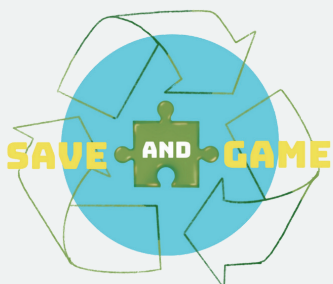
Players will embark on an environmental impact trail and take on the role of environmental investigators. They will be introduced to the facts related to the USA's impact from the fossil fuel emissions, meat industry, textile industry, and deforestation on the planet. USA station will represent a nice office. At the station will be a computer. On the computer a presentation called “Environmental secrets of the USA” will be shown. After every picture, facts that include numbers will be shown to the players. Next to the computer they will have paper and a pen that will lead them to write down the numbers. With this puzzle players will gain the understanding of the USA's impact on our planet. They will recognize how the impact of the fossil fuels industry, the meat industry, textile Industry, and deforestation are huge across the US and the world shaping their perspective about sustainability, responsibility and climate justice.



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PUZZLE N°3 - Debriefing

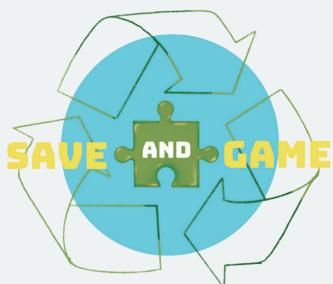
In this puzzle challenge, players are presented with the most common climate problems that can happen in Somalia ranked from 1 to 4. Next to the problem years are written, which indicates, hypothetically, in how many years this problem will appear in Somalia. They will have paper and a pen. The years should therefore point to the urgency of each problem, i.e. it is important for the players to conclude that the problem that will happen first should be solved first. But to begin with, they need to find solutions. Players will gain a deeper understanding of the urgency in addressing climate problems and the importance of prioritizing effective solutions learning about the disproportionate impact of climate change on vulnerable communities and regions.



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PUZZLE N°4 - Debriefing

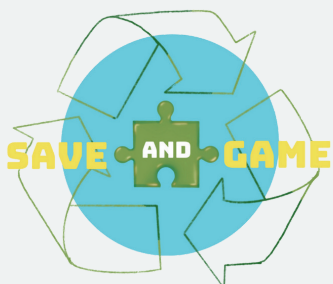
The players found themselves in Croatia in the summer, which was visibly damaged due to excessive tourism. There will be a picture on the wall with words describing excessive tourism. Through this puzzle, players will gain insights into the contrast between excessive tourism and sustainable practices and how a shift towards sustainable tourism makes positive changes, together with understanding of the negative consequences of overtourism on local environment.



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PUZZLE N°5 - Debriefing

Last station takes place in France. Players found themselves in a famous french artist art studio. He uses his influence to raise awareness about climate change. The artist has made valuable artwork with a climate change message, but he is late for the exhibition where he will present his work. Players have to help him make another one of the same sculpture. Sculpture is made from recycled materials arranged in an artistic and creative manner. For the sake of ease of use and caution, we will use canvas and glue with which the recycled materials will be glued in the same way as the first artwork. This puzzle provides an engaging and interactive way for players to learn about art, creativity, teamwork and environmental responsibility finding the importance of using their influence to advocate for climate change awareness. As players work with recycled materials, they develop a sense of environmental responsibility inspiring them to adopt more sustainable habits in their own lives, such as recycling and reducing single-use items.

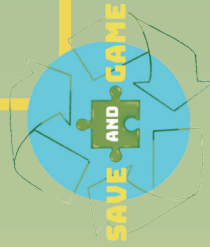


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REWARD CERTIFICATE

**YOU HAVE SUCCESSFULLY
COMPLETED THE MISSION AND
SAVED THE WORLD**

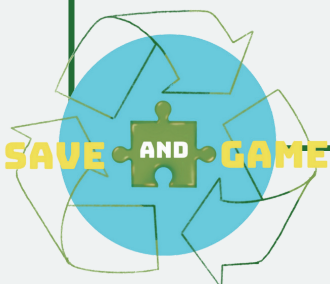
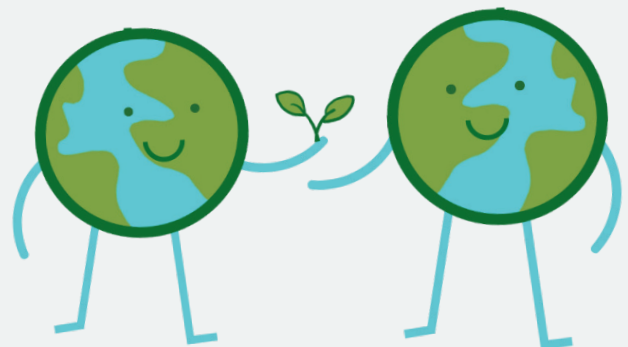
GREAT JOB



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TIPS ON SLDs INCLUSION

- Make sure that everyone understood the instructions. Repeat them if necessary
- Make sure that there is enough space to move around in the room
- Use clear language
- Encourage cooperation between the players



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