

eysc-10 Resources

OVERVIEW

The Futures Game (from Innovative Leadership Australia) and Study Circles (from EverdayDemocracy.org) are great tools to utilize older youth to engage them in community focused conversations. Youth surveyed after playing the Futures Game commented that "we didn't know adults cared about our opinion" and "it made us think". These tools help engage youth in the conversation and get them to give critical thought to their roles within communities – giving them an opportunity to have their voice heard and recognized.

THE FUTURES GAME

The Futures Game game approach provides an enjoyable and accessible way for citizens and community leaders to engage in robust and meaningful discussions about the future, and to explore contemporary challenges in community and economic development. Over 98% of people who play the game report it as a challenging and enjoyable experience which provides real benefit to critical thinking about the future and local decision making.

In 2008, the University of Idaho hosted "**Taking the Long View in Northern Idaho**," a scenario planning workshop attended by roughly 80 of northern Idaho's most thoughtful residents. Scenario planning is a cutting edge approach to exploring regional, community, and organizational futures. Used with great success with both public and private sector decision makers in many locations around the world, it provides an opportunity for people to explore key drivers shaping the future; assess these drivers in terms of importance and uncertainty; and explore and describe the future under four plausible scenarios, considering social, economic, and environmental dimensions--the triple bottom line. Their deliberations and conclusions provide the basis for the Pacific Northwest futures Game, a new learning tool from the University of Idaho Extension. The game offers an easy but powerful way for average citizens to engage in a discussion about their collective futures. Additional information in *Taking The Longview* (attached in email)

<u>http://www.cals.uidaho.edu/uicsc/futures/view.aspx</u> Futures Game information <u>http://www.ila.net.au/Our-Products/The-Futures-Game/The-Futures-Game.asp</u> Futures Game information

For additional information about the Futures Game contact David Beurle or Juliet Fox **David Beurle**: Tel: (Australia) + 61 2 9181 4536 E: <u>dbeurle@ila.net.au</u> **Juliet Fox**: Tel (USA) + 1 715 505 5046 E: <u>julietfox@innovativeleadershipusa.com</u>

Note: David Beurle has worked worldwide with communities, if your community is having a hard time creating dialogue or envisioning a future, he is an excellent facilitator and will travel. He has done 3 addresses to the Bonners Ferry High School student body.

STUDY CIRCLES

Study Circles were a critical element in Horizons work. Everyday Democracy offers unique curricula to help communities facilitate conversations on critical areas, often hard areas to get a conversation started. The premise of this concept is going from dialogue to action. While communities are in various phases of action it may help provide ideas on how to collectively address an issue or shed another light on the issue.

Idaho Horizons Phase II communities utilized *Thriving Communities: Working together to move from poverty to prosperity for all.* However a wide variety of issues are addressed through their pieces that are important to communities. A piece EYSC Communities should look at is A Community for All Generations - Teens and Adults Working Together discussion guide (attached in email)

Issues addressed as follows:

- Racial Equity
- Education
- Neighborhoods
- Early Childhood Development
- Youth
- Poverty
- Diversity
- Immigration
- Police-Community Relations

http://www.everyday-democracy.org Main website

<u>http://www.everyday-democracy.org/en/DiscussionGuides.aspx</u> Discussion guides are available online to download. You can also purchase printed copies from the website



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Simulation Learning Tool

nalgum Zone An innovative new regional and community planning tool

What is 'The Futures Game'?

The Futures Game is a 'stand-alone' workshop tool designed to explore how regional and local decisions can shape long-term economic, environmental, and community well-being. It is a great way to stimulate meaningful discussion and debate about future regional and community scenarios, and to explore decision pathways.

The highly interactive and participatory game provides an enjoyable and accessible way for citizens and community leaders to engage in robust discussions about contemporary challenges of community and economic development. Over 98% of people who play the game report it as a challenging and enjoyable experience which provides real benefit to critical thinking about the future and local decision making.

This "futures simulation" approach can also add extra depth and strength to regional planning efforts and helps hone regional leadership and decision-making skills.

The Futures Game Workshop Kit

The Futures Game comes in a ready-to-use selfcontained kit which includes instructional DVD, facilitators guide and enough maps and materials to host a workshop of 10 teams with 5-7 people per team. It is specifically designed as a stand-alone workshop tool which is easy to facilitate and use in a range of settings and situations.

The Futures Game – 4 versions available

There are a series of games available; each set in a different region around the world. Versions of the game now available include,

Pacific Northwest – This game is set in the forests, lakes and farmlands of the Pacific Northwest region, and deals with issues of resource management, tensions between development and preservation, and community building.

Midwest USA – Set is the open farming land of Midwest USA, this game lays out decision-making challenges such as investment in renewable energy, workforce development and local economic growth.

Western Australian Wheatbelt – Based in this vast agricultural region, the game presents decision making challenges around regional collaboration, environmental decline and building viable small communities in the Australian outback.

'The Rez' – Modelled on a Native American Tribal reservation, this game challenges participants' skills in balancing cultural and economic demands, and shaping a positive future for a typical Great Plains Tribal Reservation.

For more information on The Futures Game

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LEADERSHIP A U S T R A L I A www.ila.net.au

INNOVATIVE

The Futures Game' concept has been pioneered by Innovative Leadership Australia, in collaboration with key partners. For more information on the games and our services, please visit our website. Copyright© 2009 Innovative Leadership Australia Pty Ltd

University of Idaho Extension

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ADDITIONAL INFORMATION

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