Tools for learning - tools for sustainable development

United Nations Climate change conference (COP) simulation

Second 3-day Training for the trainers for exchange of good practice, green skills and innovative non-formal learning tools (A 1.)

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LEGAMBIENTE

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Cop simulation

Aims:

- to learn about the Conferences of the Parties
- to understand the goals of COPs
- to know the COP participants and their roles
- to identify the priority environmental issues
at international and national level
- to point out possible solutions in relation to environmental
and economic aspects

First step: issues to introduce

- What is COP?
- History
- Protagonists
- Organisation

- Environmental issues to deal with
- Priorities to discuss

- Causes and effects of climate change
- Scientific data
- Scenarios

- Participants' knowledge on the issue
- Participants' personal opinion on climate change

- Methodology of the activity
- Definition of the aims and participants' expectactions

Second step: role playing game

- Definition of the "rules" (timing, behaviour, management)
- Presentation of the methodology
- Definition of the "roles" for the participants
- Interactive moment "COP simulation" on focused issues.
- Reporting activity on "COP simulation"

Roles

- Facilitator: the person who leads the simulation
- Negotiating teams in the 3-regions version: developed nations, developing A nations, developing B nations
- Negotiating teams in the 6-regions version: USA, Europe, other developed nations, China, India, other developing nations
- climate activists
- fossil fuel lobbyists
- press corps

Here you can find the materials nations have to be given.

Third step: evaluation and conclusion

- Presentation of the reports from the participants' working groups

- Discussion about the results

- Evaluation of the role playing game in relation to the partipants' expectations and the aims pointed out at the first step

COP simulations and Legambiente Lombardia

The World Climate Simulation is a open-source tool available on www.climateinteractive.org. It is an in-person role-playing exercise of the UN climate change negotiations.

We used it at secondary schools during specific meetings about climate change. We usually play this tool with classes of 20-25 students. The simulations usually lasts 1,5 - 2 hours. As the tool actively involves young people and adults, the results are always very satisfactory. Young people really understand the need to act against the climate crisis in a united and collaborative way between countries, and that one of the most important tools to do it is the COP.

Learning outcomes

After the COP simulation youth will be able to:

- feel climate change more real and understand it better
- understand how COP negotiations work
- improve their communication skills with others

Thank you!