

Conservation Consequences

Conservation Consequences is a collaborative storytelling game that unfolds over 50 years.

Game pieces

For each group of 5 you will need to:

Animal cards

Print 1 copy of ANIMAL CARDS.

Consequences cards

Print 3 copies of the CONSEQUENCE CARDS.

- On the first copy, print the NEGATIVE CONSEQUENCE CARDS (- symbols) on the back.
- On the second copy, print the POSITIVE CONSEQUENCE CARDS (+ symbols) on the back.
- On the third copy, print the NEUTRAL CONSEQUENCE CARDS (+/- symbols) on the back.

You want ALL of the CONSEQUENCE CARDS to have a -, + and +/- version.
(We've left some blank in case you want to make your own)

Once you have printed them all, cut each one out so that they become individual cards to use in the game.

Separate 5 NEGATIVE CONSEQUENCE CARDS out from the rest of the CONSEQUENCE CARDS to play Round 2.

Make sure the rest of the CONSEQUENCE CARDS are shuffled well to create more randomisation throughout the game.

CONSERVATION CONSEQUENCES Game Sheet

Print off one game sheet per player. If possible, staple the left corner of each game sheet.

Each player will also need a pen and some blue/white tack to attach the cards to their game sheet.

The game can be played with as little as 5 players or with a whole class split into groups of 5.

Have fun!

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Game rules

To be played in **groups of 5**.

There are **6 rounds**.

You need to select a **dealer** for your team.

The dealer will put out the **Animal Cards**, the **Negative Consequence Cards** and **Consequence Cards** when prompted.

Each **Consequence Card** has a **+**, **-** or a **+/-** symbol on the back.

If you get a **+** you must give a **positive** response.

If you get a **-** you must give a **negative** response.

If you get a **+/-** you can give a **neutral, positive or negative** response.

At each round of the game, everyone's game sheet will be passed around in a clockwise direction within your group.

At **every** round, you must **always** refer to the **animal** and the **problem** established in the first round.

You'll be asked to pick an **Animal Card** for Round 1.

You'll be asked to pick a **Negative Consequence Card** for Round 2.

You'll be asked to pick **Consequence Cards** for Round 3 - Round 5 (Years 2045-2065).

You'll **not** need to pick a card for Round 6.

How to play

First Round

The year is 2025....

On your game sheet you will have prompts to fill in.
Your dealer will put out **Animal Cards** on the table.
Then choose which animal you want.

This will be the animal at the **heart of the story**.

You are then asked to come up with a **problem** that might be affecting your animal.
And then you will need to come up with a **solution** to help your species.

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Second Round

The year is 2035...

Pass your game sheet to the person on your left.

When you receive your team mate's game sheet, read the story told in Round 1.

When everyone is ready, the **dealer** will put out **5 Negative Consequence Cards**.

When all cards are on the table the dealer will count to three. Then you need to choose the card you want before your team mate gets it instead!

It's up to you how you interpret the symbol on the **card** to write the next part of the story, but your response must be **negative**.

Write the next part of the story (remember you're 10 years on from the first round).

Third Round

The year is 2045...

Pass your game sheet to the person on your left.

When you receive your team mate's game sheet, read the stories told in Rounds 1 and 2

When everyone is ready, the **dealer** will put **5 Consequence Cards** down on the table, picture side up.

When all cards are on the table the dealer will count to three. Then you need to choose the card you want before your team mate gets it instead!

Check the back of the card to see whether you need to be **+**, **-** or **+/-** in your response.

Write the next part of the story (remember you're 10 years on from the last round).

Fourth and Fifth Rounds

Years 2055 and 2065

Repeat the same instructions from Round 3.

Remember...

- ...to read every part of the story from every year/round.
- ...to refer to the original animal and problem in Round 1.
- ...to check whether you have a **+**, **-** or **+/-** on the back of your card.
- ...you are increasing in 10 years each time so your stories should reflect this.

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Sixth Round

The year is 2075...

The game sheets should be back round to the original person who wrote in Round 1.

Read the entire story that's been written collaboratively between you and your team mates.

It's time to reflect on what has happened in your lifetime.

Write a detailed reflective account of what has happened over the years.

Think about what issues arose, any positive events that happened and most importantly what you would change if you had the chance.

Has your species survived?

Was there anything that you could have done to improve the way the world looks in 2075?

Finally...

Share your story with everyone on your team.

Make sure you make time for everyone on your team to do this.

When you've heard them all, **vote for your favourite story.**