

Where MELO Comes From

Foreword and Game
Instructions

MELO began with a question: How can we raise young people's awareness of the wonders and complexity of our environment – in a way that ecology does not remain an abstract concept, but becomes something they can experience, connect with, and that encourages them to think and act for themselves?

This question led to a collaboration between **Compagnie Digestif** from Switzerland and **Dečija Ekološka Akademija** and **Re-Kreativna Ostrva** from Serbia, funded by Movetia, the Swiss agency for exchange and mobility.

We developed three workshop formats on biodiversity, climate change and sustainability and tested them in Switzerland and Serbia with different groups – a total of 18 times in both countries. The experiences and feedback of the young people and teachers directly informed the further development of the workshops.

At the same time, we created a **theatre piece** in which the three thematic areas are subtly connected. The theatre piece is not part of the toolgame – a production like this cannot simply be transferred into a workshop as a method. But it showed us the power that a story, an image or a shared experience can have: something can touch people, raise questions and continue to have an impact long afterwards.

Why a Toolgame?

Over the course of the project, we gathered a large collection of experiences, methods and ideas. We could simply have turned them into a catalogue of methods.

But we wanted something different.

We did not just want to provide ideas.

We wanted to create the conditions for people to develop their own ideas.

This is how **MELO Make it!** came about – a toolgame that enables educators to develop, combine, question and further develop their own workshops.



Austausch und Mobilität
Échanges et mobilité
Scambi e mobilità
Exchange and mobility

movetia



digestif



GOAL OF THE GAME

This game supports you in developing your own workshop step by step.

Our experience with MELO has shown us that knowledge must be made experiential in order to leave an impression. We therefore help you to create a workshop that addresses the following three dimensions:

Intellectual knowledge, factual information

Emotional intelligence, empathy

Physical experience, movement

In MELO Make It! you collect Head, Heart and Movement points, find inspiration, master educational challenges and reflect on your decisions.

From these impulses, you develop your own workshop.

The game ends when you have reached the token goals you have set and your workshop idea is ready for evaluation.

GAME SETUP

In this game you will find:

An accompanying booklet “Workshop Journey”, a game board, 3 card decks and the evaluation sheet.

The “Workshop Journey”

The game begins with this booklet. On the second page, you can write down as precisely as possible what your main objective with the workshop is and who it is intended for.

Here you will also determine how many points you want for your workshop from each dimension (Knowledge, Heart, Movement). You need a minimum of 2 points from each dimension.

On the third page, you can write down in bullet points your possible solutions for any problems that could arise during the workshop (see Challenge Cards), as well as your own reflections regarding the educational and philosophical directions of your workshop (see Reflection Cards).

On the fourth page (back side), you can write down ideas for your own workshop creation.

The Game Board and the Cards

There are 5 coloured spaces on the game board.

Black space: This is where you place your playing piece at the beginning of the game. If you should land on the black space again afterwards, you can use it as a joker and assign it whichever colour is most useful to you at that moment.

You move clockwise in a circle using the dice. The game board has no endpoint, so you can circle around it indefinitely.

Green space: When you land on this space, you draw an Inspiration Card (green back side).

Inspiration Cards: They mostly consist of exercises and games that we have carried out ourselves. You do not receive any points for these cards — however, they give you ideas for your own workshop creation. You can use these ideas for your own workshop, but you do not have to.

On the front of the cards, you will see 3 different colours. These stand for 3 different subject areas:

Green = Biodiversity

Brown = Climate Change

Black = Sustainability

You can play with all 3 topics, or remove the topics that you do not need for this workshop.

Red space: Here you draw a Challenge Card.

Challenge Cards: What if you are running out of time? Or nobody really wants to participate? The Challenge Cards help you prepare for certain situations and find solutions for unplanned difficulties.

You can write down your solution ideas in the “Workshop Journey”.

For every Challenge that you answer, you can give yourself one point in the “Workshop Journey”.

Blue space: Here you draw a Reflection Card.

Reflection Cards: These cards help you think more generally about the values and the nature of your workshop.

You can keep the cards that you find useful.

Yellow space:

There are no cards for this space, because this is where your creativity is needed.

With the ideas and impressions that you were able to gain with the help of the other 3 colours, you can now write down your own workshop ideas on page 4 of the “Workshop Journey”.

If you do not feel ready yet, and would rather continue collecting ideas and answering questions, you can simply roll the dice again.

You also cannot collect any points for your own creation. This is only possible with the Challenge and Reflection Cards.

The Points:

The symbols on the Reflection and Challenge Cards represent the points that you collect when you answer the question on these cards in your “Workshop Journey”.

Light bulb: Intellectual knowledge

Heart: Emotional intelligence

Feet: Movement, physical experience

When you have reached the number of points that you gave yourself in the “Workshop Journey”, the game is over. However, you can still finish writing down the ideas for your own workshop creation in the “Workshop Journey”.

As mentioned already, you need a minimum of 2 points per dimension. For a 1 h lesson, we recommend collecting a total of 10 points (eg 3 light bulb, 4 heart, 3 feet). However, you can set the maximum number of points in accordance to the length of your planned workshop.

The Evaluation Sheet

Now you can evaluate yourself. The questions in this self-evaluation help you understand how well your workshop corresponds to your own goals — and where you may still need to make improvements.

Variations:

If you have reached the planned number of points but still do not have enough ideas for your own workshop, you can simply continue playing.

If you do not like a card you have drawn, you can remove it from the game and draw another one from the same deck.

If you are only looking for ideas and questions, but do not want to play at all: no problem! Simply read through the individual cards! The numbers on the cards help you keep track of them.

Multiple Players:

If you play in pairs, you can support each other, find solutions and build the workshop together. If you play with three people, you can also play against each other. 2 players compete against each other. The total number of points to be reached must be identical for both. As soon as one player reaches their points, the game is over. The third player now comes into play: they serve as the “judge” and evaluate both workshops. The workshop with the most points wins the game. In this case, drawn cards must always be returned to the respective deck.

EXAMPLE WITH A SINGLE PLAYER

Hans wants to develop a lesson on the topic of sustainability and biodiversity for children in 3rd grade.

First, he writes in the “Workshop Journey”:

Topic: Wonderful World of the Forest

Target group: 3rd grade (approx. 9 years old)

Duration: 45 minutes

Location: Classroom

Available materials: Paper, adhesive tape, threads and ropes, pens, photos of different forest inhabitants

What should the participants take home with them? The feeling that the forest is much more magnificent than they previously thought and that its preservation and complexity are of fundamental importance to us.

My point goal:

Head: 4 points

Heart: 5 points

Body: 3 points

Hans now places his playing piece on the black space and begins rolling the dice.

He lands on a green space and draws an Inspiration Card. The card seems uninteresting to him. So he puts it aside and draws another one. He likes this one and keeps it.

Afterwards, he lands on a red space. He now draws a Challenge Card, which has the Heart symbol in the bottom right. He answers the challenge in bullet points in the “Workshop Journey” and crosses off a circle under “My Collected Points” on page 4. He is now only missing 4 Heart points.

Hans then lands on the yellow space. However, since it is still too early for him to formulate his own lesson, he rolls the dice again and lands on a Reflection space. The same principle follows as with the Challenge Card.

After half an hour, Hans has reached all of his planned points. However, he is not yet finished with his creation and therefore decides to play a few more rounds until he feels that he has reached a good point.

The self-created lesson can now be evaluated with the help of the evaluation sheet.