

Instructions for Setting Up the Game:

Step 1 - Student Groups

There are ten roles in the game: four energy developer groups, four stakeholder groups, and two political parties. **Divide students into the ten roles evenly.** The game also requires a banker. This can be played by one student or the teacher.

Notes:

- We recommend the banker role for a student who would benefit from working alone.
- Students in the political party roles are required to give an election speech. We recommend you choose extroverted students for these roles who are not afraid to stand up in front of their peers and give a convincing speech!

Step 2 - Role Packages

We recommended using envelopes or folders to provide groups with everything they need to begin the game. Listed below are materials needed for each group:

Energy Developers/Refiners (Oil Sands Developers, Indigenous Energy Developers, Renewable Energy Developers, Oil and Gas Refiners):

- 1) Their role one pager
- 2) Starting cards which are listed under Set-Up on their one pagers
- 3) Their corresponding project choice cards for each round

Stakeholders (Indigenous Council, Town Council, Oil and Gas Union, Project Review Board):

- 1) Their role one pager
- 2) Social/environment cards for each round listed under Set-Up on their one pagers
 - Wrapping an elastic around the cards for each round and labelling with sticky notes for Round 1, Round 2, and Round 3 will make it easier for groups to know which cards are for which round

Political Parties (Left-leaning and Right-leaning):

- 1) Their role one pager (in this case, they have multiple pages)
- 2) The Left-leaning and Right-leaning parties do not need any cards in their envelopes. They will get the cards they need when/if they win elections

The Banker:

- 1) Role one pager
- 2) All extra printed cards required for the game
- 3) A copy of all energy project choice cards. Divide the choice cards into Round 1, Round 2, and Round 3 using a sticky note to clearly label the rounds. This ensures that the banker knows how much each project costs and how much to give in profit
- 4) A pen/pencil

Step 3 - Classroom Set Up

We suggest you place all stakeholders in the same area/cluster in the classroom and all energy developers in a different cluster in the classroom so that it is easier for energy developers and stakeholders to find one another. You could also have students create signs for their role. Name tags indicating each student's role will help students know who they should talk to.

Set up the banker in their own spot with a table and chair, ensuring they are located away from the other teams so that there is room for teams to come visit the banker.

Step 5 - Before the Game

Ensure that you have gone through one or more Pre-Game Activities with your students. At least provide a day prior to playing the game for students to read through and do extra research on their roles.

We also recommend you go through the game slides with your students a day before playing the game. The entire game may take up to 80 minutes, therefore, you may not have time to go over rules and play the game all in one day.

Step 6 - Play the Game!

Use the slides to remind students of game rules and expectations.

Provide approximately 20 minutes per round. Rounds may be shorter or longer depending on student need. Read the pulse of the room, and ask students if they need more time negotiating.

Following the game, begin to discuss the debrief questions. A few of the questions may not be able to be answered today, but do lead into post activities or inquiry questions to research.