



Role Play the Way

A New Direction of
Imaginative Learning



Kylie Conover

Program and Outreach Manager
Great River Children's Museum

kylie.conover@greatrivercm.org

Greg Trefry

Partner & Game Designer
Gigantic Mechanic

gtrefry@giganticmechanic.com

Betsy Loring

Principal
expLoring exhibits & engagement

betsy@exploringexhibits.com



Why Role Play?

Role Play (RP) and roleplay games like *Dungeons and Dragons* provide a place where individuals can work through a scenario in a safe manner.

In children's museums RP is marketed as imaginative play- a way for young children to practice and mimic the skills and activities of adults.

Due to the emphasis on children under 10 in these institutions a large secondary population is missed that would benefit from RP programming.

RP provides a space for all children and their adults to immerse themselves in a safe space to explore and navigate topics of all kind.

It's fun!





Role Play Games Key Common Factors*

1. Establish a World
2. Establish a Conflict
3. Establish Characters

*h/t Jenny Lin & Greg Trefry, Gigantic Mechanic

The background is a light beige, textured paper with a deckled edge. In the top left corner, there are three small black silhouettes of birds in flight. In the top right corner, there is a white silhouette of a mountain range. In the bottom right corner, there is a single small black silhouette of a bird in flight.

Many ways to Role Play

Dress-Up

Child-sized versions of adult professions/activities (grocery stores, vet, cafe, ect)

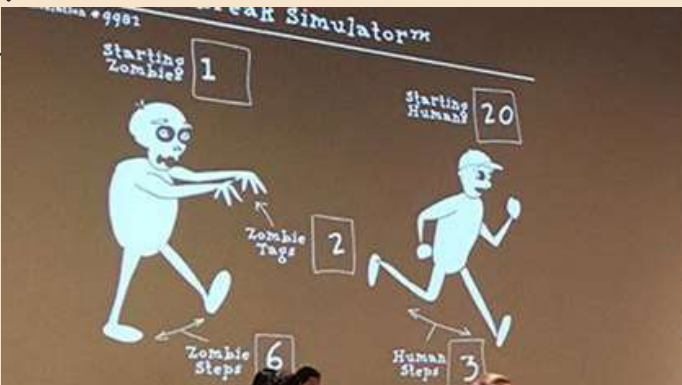
Reenacting favorite games/movies

Live Action Role Play

Table Top Role Play Games

First-Person video games

Escape Rooms



GIGANTIC MECHANIC

Step into the Model.

We have your step to see the possibilities of left turn out in the simulation.

Put hands to step with the environment.

The text is displayed on a screen in the background. Below the text are two small icons: a blue zombie head and a white human head. There are five asterisks below the icons.



GIGANTIC MECHANIC



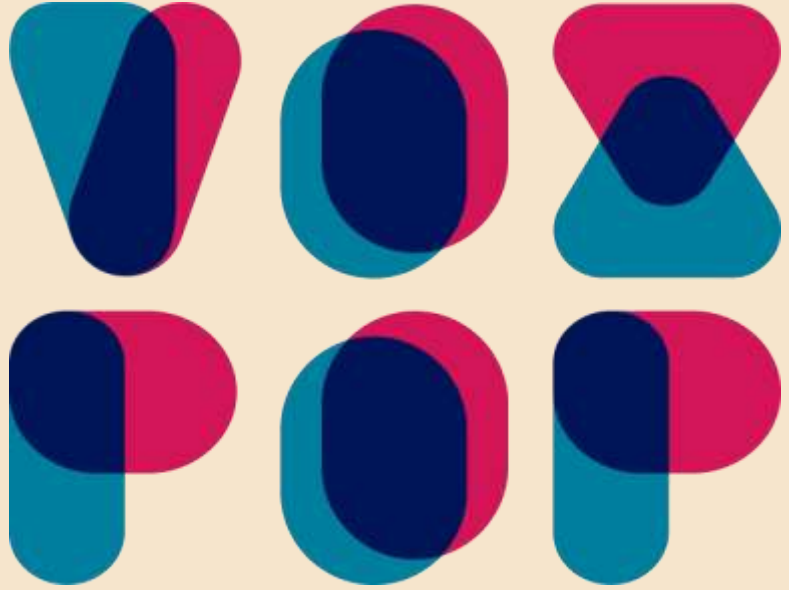
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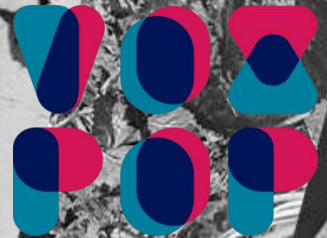


**GIGANTIC
MECHANIC**





**GIGANTIC
MECHANIC**





**Revolutionary
Spaces**

Open History. Enter Democracy.



Great Beetle Battle:
Using a Role Play
for Engagement in a
Divisive Environmental Issue



Asian Longhorned Beetle





30,000 trees cut





playdecide.eu

Debate complex issues.
Can you reach a positive
consensus?

Pick from 350+ ready made games in 28 languages
covering a variety of topical issues. Want to discuss
something else? [Create your own!](#)

OR BROWSE ALL GAMES



Play Decide Basic Structure:

- 90 Minute Game, 3 stages
- Ages 13* and up
- 4 – 8 players
- Break large groups into tables

Study, Discuss, Decide

Battling the Asian Longhorned Beetle: Developing an Action Plan to Control an Imported Environmental Threat

How to Play:

Remember:

You have a right to a voice: speak your truth.

Others have an equal right to their voices- respect that right. Allow all a turn to speak.

Value the personal history you bring with you today.

Delight in the unexpected – welcome surprise and confusion that comes from diversity of opinion and learning.

Look for common ground. Try "and" rather than "but".

Steps:

1. Study: (30 min.) Read all of the cards to clarify your views. Pick cards* that "speak" to you and put them on your mat:

- 1 Quote card/person card/voice card
- 2 Background cards
- 2 Issue cards
- 1 Challenge card/Prompt card

*Use a sticky note to create cards that you feel are missing.

2. Discuss: (30 min.) Read your cards to the group. When all cards have been presented – discuss: identify theme(s) that emerge and record on the Theme Sheet for your group. Put supporting cards on the theme sheet.

3. Decide: (20 min.) Can the group come to a consensus on an Action Plan? Write a new one if the existing plans don't reflect the group's view. use the voting sheet to capture how strongly each individual agrees or disagrees with each Action Plan. Share with the room - appoint a spokesperson.

Story Card

Put voice card here.

Pick a card you agree with OR a card you disagree with OR presents a voice you think should be heard.

Info Card

Put 1st background card here.

Info Card

Put 2nd background card here.

Issue Card

Put 1st issue card here.

Issue Card

Put 1st issue card here.

Notes

Get down your initial thoughts. Use sticky notes to create cards that should be added.

Spark Card

Put spark card here.

Action plan options- Support an action plan below or devise a better one of your own.

Option One: Continue on the present course. Cut only trees with signs of infestation. After that phase is done, treat potential host trees with insecticides. Continue to search for satellite sites. Let homeowners choose what trees to replant, suggest a variety of non-host trees.

Option Two: Don't take chances. Cut all potential host trees in the quarantine zone. Immediately begin planting non-host trees. Treat potential host trees around the quarantine area with pesticides. Search for satellite sites. Make public information campaigns and school based ALB classes mandatory in adjoining states.

Option Three: Let the affected states and local governments determine their own policies. Release federal monies for worthwhile plans.

Voice Card



Maria

USDA Regional Director

Worcester has the worst outbreak of the ALB in the US. Of all the outbreaks, this one is the most extensive. And because Worcester's forests are contiguous with northern native maple forests, it is the most dangerous to the maple industries.

Unfortunately, spraying or injecting pesticides is proven not to stop the beetles. Removing and chipping infected and host trees is the only proven eradication method.

Info Card

The Asian Longhorned Beetle tunnels through the heartwood of its host tree.

Once infested, there is no known treatment to save the tree.

Issue Card

Maple farmers up north support cutting Worcester's trees to protect native sugar maples.

Homeowners worry about losing shade trees and a decline in home values.

Spark Card

Find out what the person to your right feels on this subject. Find an argument to support their opinion.

Yellow Card

Use the yellow card to help the group stick to the guidelines. Wave it if you feel a guideline is being broken or if you do not understand what is going on.

Action Plan Options

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A:

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B:

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Lessons Learned:

Learning & Engagement:

- Deeper experience than any (?) other offering
- Yes – it takes 90 minutes
- Volunteer and Staff training
- People reported very high engagement and enjoyment

Surprises:

- Uncovered new insights & stories
- Consensus isn't consensus



Lessons Learned

Deep engagement - yes 90 minutes!

Game goals & social goals

Education & Exhibits collaboration

Camp Beyond and the power of Role Play





- Building Trust
- Building Confidence
- Building A Story Together



Safety

Tools

**And the power
of the Redo**

Questions?
We will have
breakout groups for
more specific
interactions

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