



WELCOME

CLIMATE EMERGENCY CONFERENCE 2024

*Councils and communities
reclaiming the climate emergency*



Climate
Emergency
Australia



Proudly supported by





ACKNOWLEDGEMENT OF COUNTRY

Everywhere on this continent, we are all on unceded Aboriginal land. We acknowledge that we are meeting today on the land of the Wurundjeri Woi Wurrung.

We thank and acknowledge the elders of all First Nations for looking after Country since the Dreamtime.

We will do all we can to look after it too, and to restore a safe climate for current and future generations of all species.



Break-out Block 2

New approaches to community mobilisation



Climate
Emergency
Australia



Proudly supported by





Speakers:

- Angela Ashley-Chiew, Asian Australians for Climate Solutions
- Sam Green, Yarra City Council
- Ben Pederick, The Adaptation Game



Facilitator:

Katerina Gaita,
Community builder and organiser





QUESTIONS AND ANSWERS

Go to: **slido.com**

Enter event code: **9445716**



Asian Australians
For **Climate Solutions**

Engaging with Multicultural Communities on Climate

Presented by Angela Ashley-Chiew



**MULTICULTURAL
LEADERSHIP
INITIATIVE**

Because protecting our planet starts with people.



Asian Australians
For Climate Solutions







Case example: Getting Off Gas Stoves

**SWITCH AWAY FROM
GAS COOKING**

不再使用煤气做饭

**WHY MAKE THE SWITCH?
为何改变?**

- ✓ Save money on household bills
家庭账单上省钱
- ✓ Reduces childhood asthma
减少儿童哮喘病
- ✓ Better for the environment
对环境更好

www.aa4ca.org



**DID YOU KNOW?
你知道吗?**

**Induction cooktops have
GREAT "WOK HEI"!
电磁炉面板做饭很香!**



www.aa4ca.org

**Switch away from gas
cooking!
Hãy chuyển sang nấu
bằng bếp điện từ thay
vì dùng bếp gas!**

**Why make the switch?
Tại sao nên thay đổi?**

- ✓ Save money on household bills
Tiết kiệm chi phí hoá đơn cho gia đình
- ✓ Reduces childhood asthma
Giảm bệnh suyễn ở trẻ em
- ✓ Cooking is faster and cleaner
Nấu ăn nhanh và sạch sẽ hơn
- ✓ Better for the environment
Tốt hơn cho môi trường

www.aa4ca.org



**Did you know?
Bạn có biết không?**

**Cooking with induction is
better for your health!
Nấu ăn với bếp điện từ cảm ứng
tốt cho sức khỏe của bạn hơn!**



www.aa4ca.org



Email us at info@aafcs.au

Visit our website at <https://aafcs.au/>

Like us on Facebook



Take
Climate
Action



Supporting our
community to take
climate action



Taking climate action in Yarra



Three pillars of work...

- Reducing household and personal emissions
- Collective action/taking action with others
- Building community resilience to climate impacts

Taking climate action in Yarra



Reducing household and personal emissions

- Apartment owners
- Renters
- Not just energy!
- Not just personal emissions! (links to collective action and advocacy)

Taking climate action in Yarra



Collective action/taking action with others

- Support local climate/environmental groups/campaigns
- Sector by sector (arts/sports clubs)
- Training and support

Taking climate action in Yarra



Building community resilience to climate impacts

- Increased focus of our work/new CEP
- Building relationships/ listening/working together/new partners
- Information/intervention/ advocacy

Taking climate action in Yarra



climateemergency@
yarracity.vic.gov.au



THE ADAPTATION GAME

simulating the next 10 years of climate change in your town,
to help community play, connect, imagine and adapt.

“1 in 20 Australians have thought about being prepared and much less have actually done something about it...

...despite almost 80% of Australians thinking being prepared is important”

Australian Red Cross emergency services division, Jacqui Pringle, 2018

TAG



Ready to try TAG in your organisation?

Send us a message at tagclimatedrill@gmail.com



Ben Pederick
GMB films



Rebecca Dahl
Amble Studio



Hailey Cooperrider
Amble Studio



Logan Timmins
Amble Studio



Jason Tampake
Amble Studio



Kiri Bear
Amble Studio



Sidney Icarus
Wax Wings

www.tagclimatedrill.org

With thanks to



TAG

TAG is a table-top game simulating how players can respond to climate change where they live.

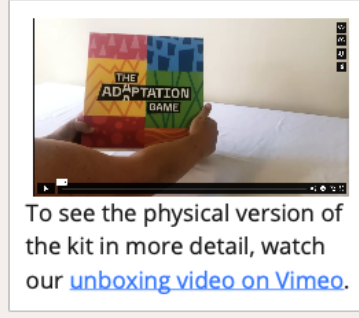
TAG grows knowledge, agency, and connection in those who play it.

- Storyful scenarios merge local experience and global climate science.
- Tables of 4 players with guided storytelling. No one needs to be a “gamer” to play.
- Increases awareness of local climate risks, and local council programs.
- Increases agency to act, individually and in connection with others.



The full game as players will see it on arrival

The presentation will walk through the game step-by-step



The main game interface is titled 'TAG COMMUNITY RESILIENCE'. It features a central map of a city area with various icons and labels. The interface is surrounded by several panels and icons. On the left, there are icons for 'ADAPTATION GUIDE' and 'PROGRAMS'. On the right, there are icons for 'ADAPTATION GUIDE' and 'PROGRAMS'. At the bottom, there are icons for 'PROGRAMS' and 'ADAPTATION GUIDE'. The interface is designed to be user-friendly and informative, providing a clear overview of the community resilience program and the adaptation guide.

Note: This example uses content from the Maribyrnong local government area in Melbourne, Australia.

Players brainstorm possible adaptations

ADAPTATION GUIDE

Everyone will respond to climate change and become more resilient in their own way. You are the expert on your own needs, knowledge, and resources. Use the questions below to help you come up with ideas for adaptations. Adaptations can be anything that you think will improve your wellbeing or reduce harm during hard times or disasters.

	For yourself / your household	In the community
Food & Water	Do you have a supply of food, water & medicines for emergencies? How do you reduce food & other waste? Do you have a way to treat contaminated drinking water?	Are there places to access support for basic supplies? Is there a food/seed exchange system in your neighbourhood? How might local businesses or networks support demand in an emergency?
Shelter & Transport	Is your home efficient (odor/ safe during extreme heat, heat and cold)? Would you be okay in a 2 day+ blackout? Can you still get to work/services/family if roads around you are closed?	Are you able to provide shelter for others in an emergency? Does your community know who can give & who might need shelter? Does your community know who can give & might need transport aid?
Environment & Creatures	How can you care for the native animals and insects around you? Can you grow food, or green the space around you? Do you have an emergency plan and supplies for your pets?	Are there tree planting or greening programs in your area? Can you join or promote any science citizen initiatives? Are there groups caring for the resilience & biodiversity in the food area?
Physical & Mental Health	How well do you bounce back from stress? What helps you cope? Who will you help or get help from in an emergency? How can you be your own first responder if needed?	Are there community or interest groups you can join to connect with your neighbours? If emergency services are overwhelmed, how can community members in need find the help they need?
Skills & Supporting	What skills do you have that could help others? Are there any skills you could learn that might help you adapt? Do you have an interest in volunteering?	What skills can you share with others? Are there ways to connect people who speak other languages? Can you offer language support? How might networks connect or prepare people?

UNDERSTANDING ENERGY

Energy represents your focus, money, influence and resources. Each adaptation requires energy to start and keep going.

START: cost to get that thing up and running, bought, installed, etc.

KEEP: cost of maintenance or effort spent to keep it going.

Very easy: Part of your lifestyle Hard: Extra effort/expense

Easy: A little extra push Very hard: Extra effort/expense

Join a community garden

ADAPTATION

START: 1 KEEP: 1

Buy a bike

ADAPTATION

START: 2 KEEP: 2

Food, cooking and medicine supplies for 2 weeks

ADAPTATION

START: 3 KEEP: 3

Edible garden

ADAPTATION

START: 1 KEEP: 1

Fire-proof the house

ADAPTATION

START: 3 KEEP: 3

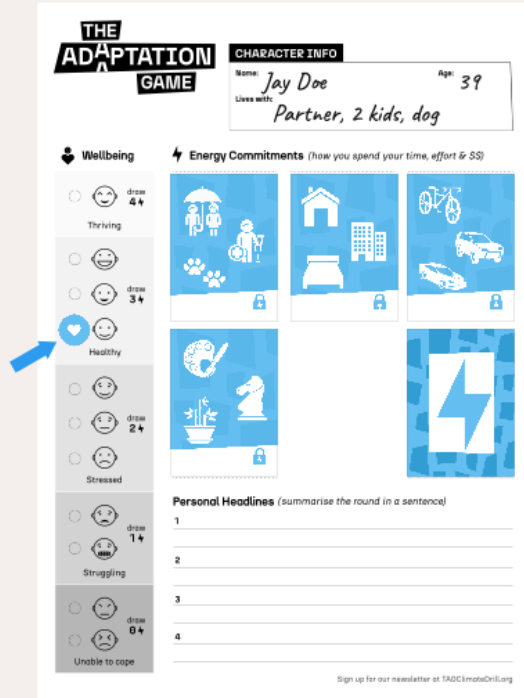
Solar battery

ADAPTATION

START: 4 KEEP: 4

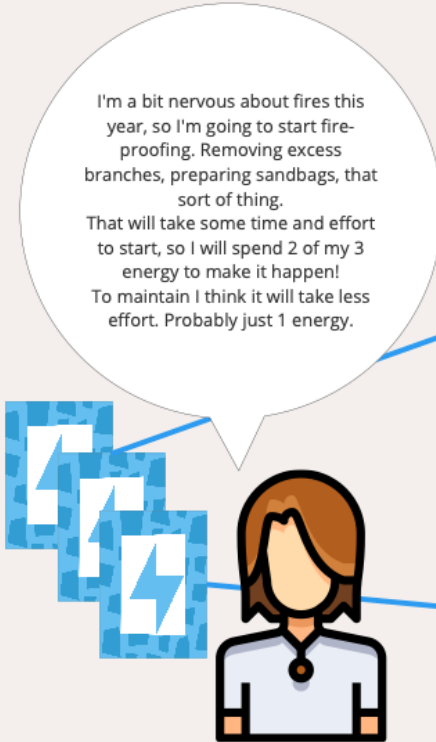
As part of character creation, we introduce the concept of "adaptations": changes that players can make in their lives to become more climate resilient. The Adaptation Guide prompts creative thinking without telling players what to do. It also explains the rules for estimating how much "energy" is required to actually implement one of their adaptation ideas.

Players spend energy on adaptations



Players draw a number of "energy cards", usually 2 or 3, determined by the wellbeing track on their character sheet.

Players are free to self-determine their wellbeing at any time in the game, though they will be prompted to adjust wellbeing at key moments.



I'm a bit nervous about fires this year, so I'm going to start fireproofing. Removing excess branches, preparing sandbags, that sort of thing. That will take some time and effort to start, so I will spend 2 of my 3 energy to make it happen! To maintain I think it will take less effort. Probably just 1 energy.

Players must then decide how to allocate their limited energy cards to their different adaptation ideas, accounting for how much energy each idea might require.

Adaptations can be individually focused, or players can band together to make community-scale adaptations that have a big impact.



When an adaptation is placed on the board and paid for, it now exists inside the game world and can be used to tell a story of climate resilience.

Players "vote" on local government programs

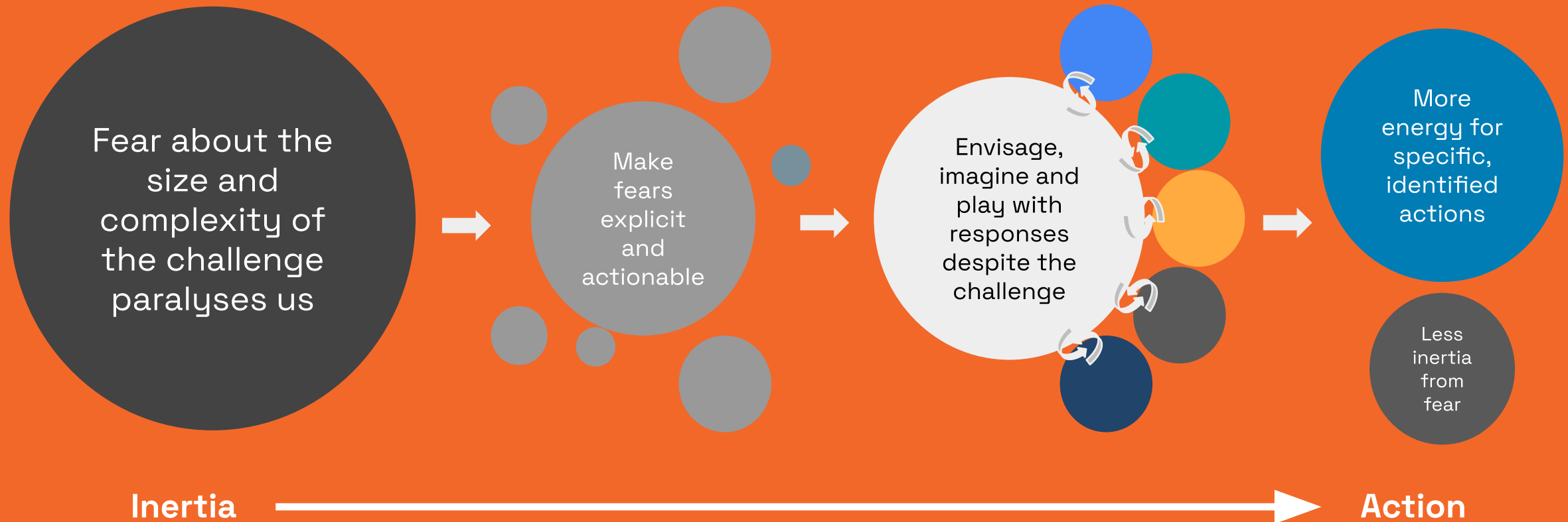


Working with each local government partner, we create 8-10 "program cards". Each program card represents an actual climate resilience program the local government plans to deliver in the real world. Players must collectively decide which programs to progress along the track from "In Planning" (off the board) to "In Progress" to "Completed". The Community Resilience track determines how many programs can be advanced. Once a program is in "Completed", it now exists inside the game world and can be used to tell a story of climate resilience.

Each program has a piece of "good news" on the reverse side which can be read once the program is completed.

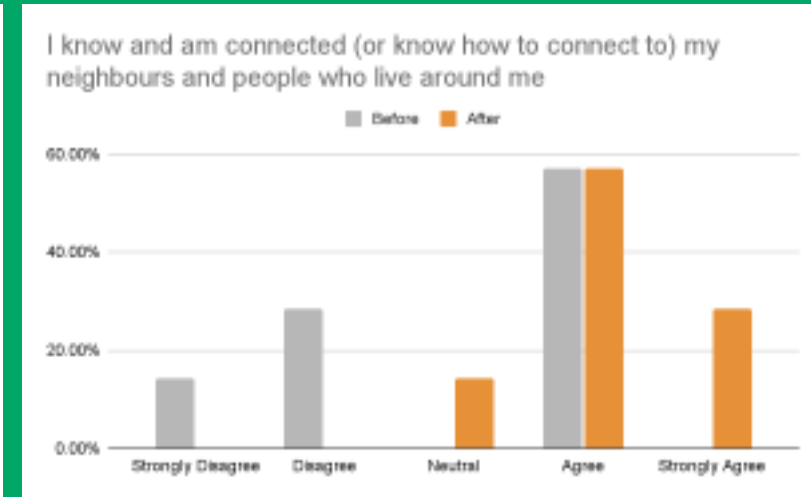
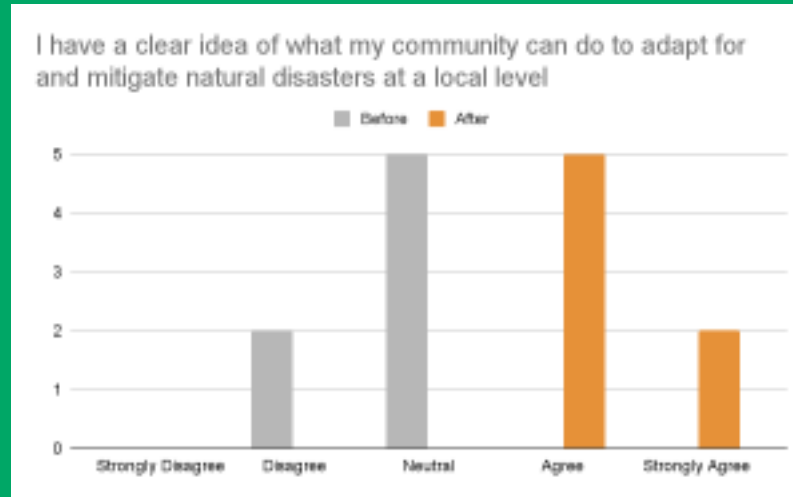
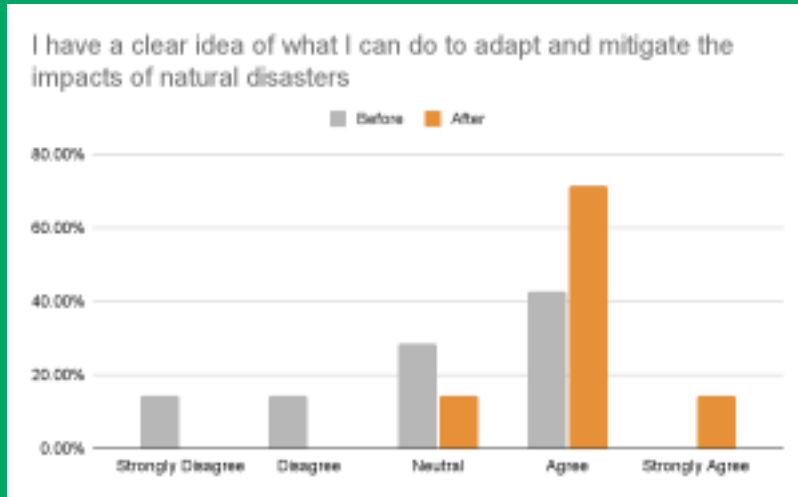
Imagination as preparation

TAG seeks to mobilise the **persuadables** - people who know climate change is real but feel a lack of agency. TAG deals with community level adaptation, helping people imagine and build the world we need now. TAG is designed for impact and to scale.



Big changes in player mindset before and after

Players showed an increased understanding of what to do to plan for and mitigate impacts of natural disasters, as well as an increased connection to their community.



The game showed a change in perspective for players in feelings toward climate change induced natural disasters, especially:



Decreased feelings of:
Anxiety (71% -> 0),
Overwhelm,
Despair & Anger



Increased feelings of:
Compassion,
Empowerment

We work with you to adapt and embed TAG as an ongoing capability in your organisation and community.



Phase 1: Localisation

You give us your best knowledge about resilience and emergency preparedness in your area, and we create a version of TAG that's tailored for your community.



Phase 2: Co-design & Training

We run your unique version of TAG for your team and selected stakeholders, gather feedback, and train your people to become TAG facilitators.

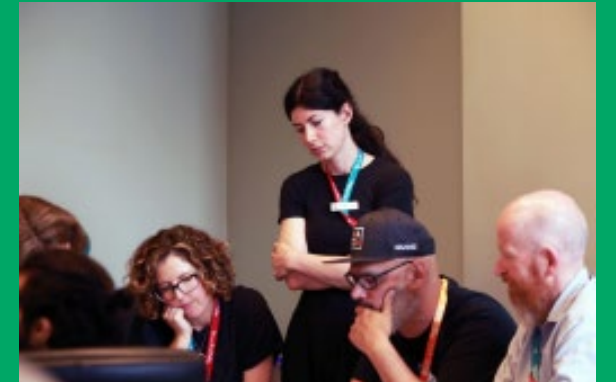


Phase 3: Roll-out

We support you to organise your first community event, ensuring TAG makes a strong debut in your area, and provide ongoing support as required.

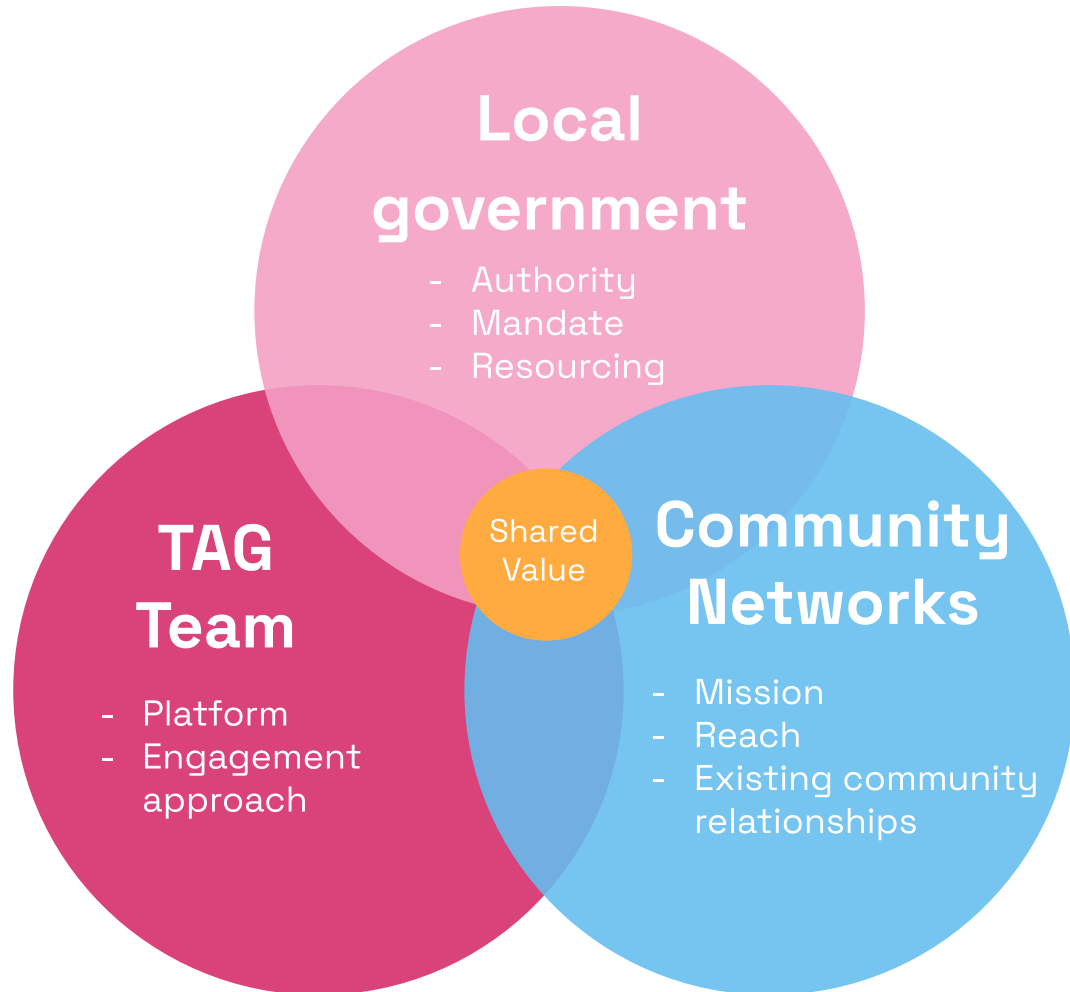
Play & Plan City of Port Phillip

TAG



TAG as a community resource

We release & launch each localised TAG game with local partners to bring complementary strengths together in order to deliver real shared-value outcomes.

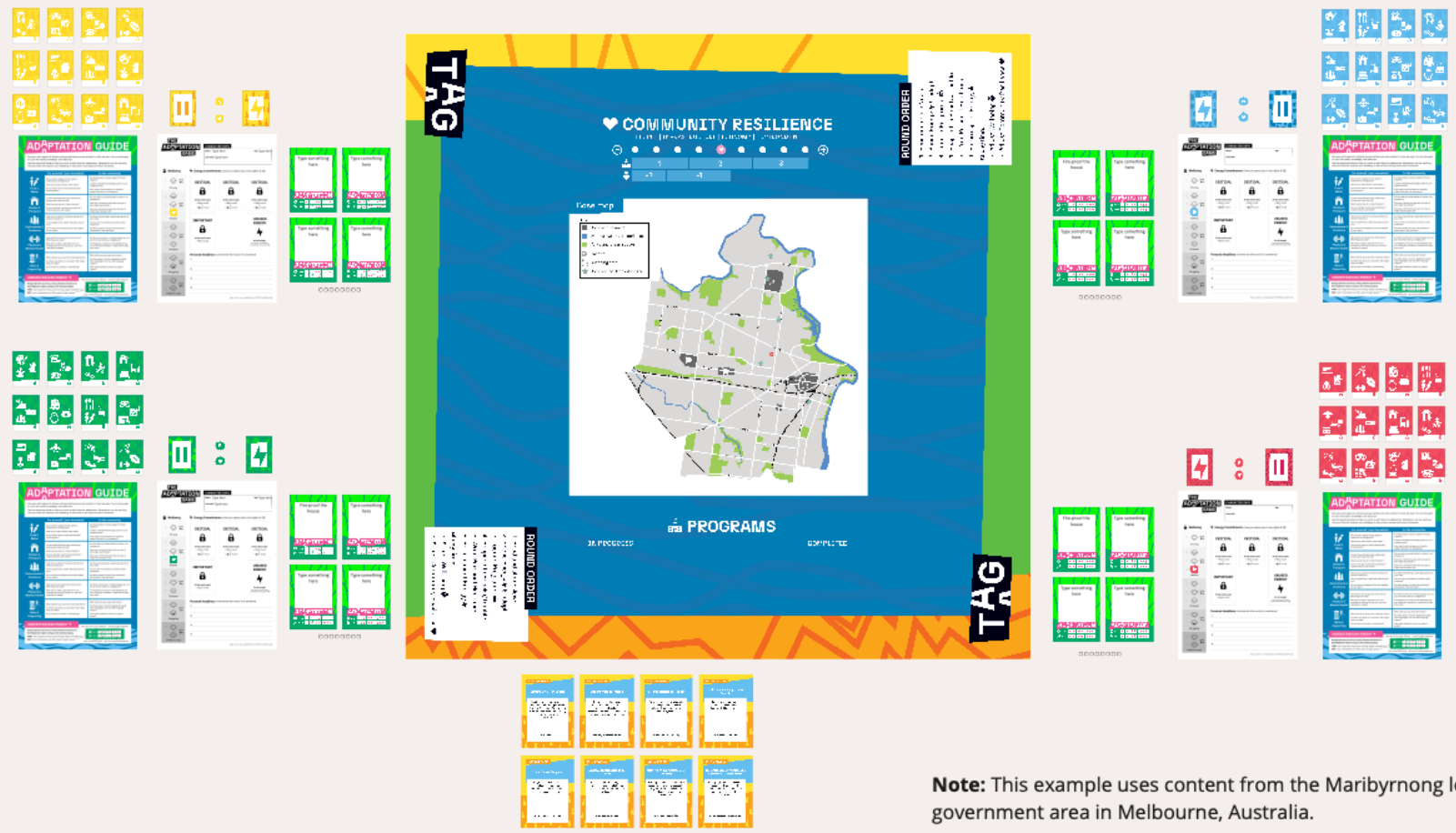
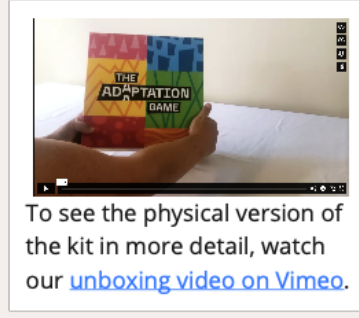


Shared Value

Increased : Engagement, Access, Reach and Impact
Decreased : Delivery cost and implementation risk
Ongoing : Ownership. Community-led resilience discourse

The full game as players will see it on arrival

The presentation will walk through the game step-by-step



Note: This example uses content from the Maribyrnong local government area in Melbourne, Australia.

TAG Maribyrnong Roll out

TAG Maribyrnong can be integrated directly into the council's Climate Emergency Action Plan.

TAG Maribyrnong
ACTION PLAN

I WILL PREPARE MY HOME BY:

I WILL BUILD MY PERSONAL RESILIENCE BY:

I WILL CONNECT WITH MY COMMUNITY BY:

RESOURCES THAT CAN HELP ME:

TAG Maribyrnong
RESOURCE SHEET

THREE ACTIONS OR REFLECTIONS:

- 1.
- 2.
- 3.

FIND COMMUNITY GROUPS TO JOIN:

FIND COUNCIL PROJECTS TO GET INVOLVED IN:

SUBSCRIBE TO THE POSSUM POST:

EMERGENCY CONTACTS:

CALL 000 IN AN EMERGENCY
POLICE (NON EMERGENCY) (1) 444
EMERGENCY SERVICES (SES) (1) 200
YOUR EMERGENCY CONTACTS:

MENTAL HEALTH DIRECTORY FOR NORTH WESTERN MELBOURNE:

FOR MORE TAG EVENTS, RESOURCES AND NEWS IN MARIBYRNONG



Start internally

A select number of Maribyrnong Staff will be trained to facilitate TAG Maribyrnong to hold internal staff games of TAG.

Foster relationships

Once staff feel confident, we will train community facilitators. We will then engage community groups to host game sessions.

Start conversations

Where a full game is too long, initial engagement can be TAG conversations, a methodology developed by the TAG team.

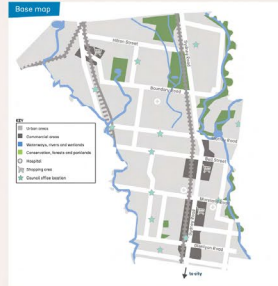
Vietnamese TAG

A Vietnamese version of TAG Maribyrnong will be developed in conjunction with members of the Maribyrnong Vietnamese community.

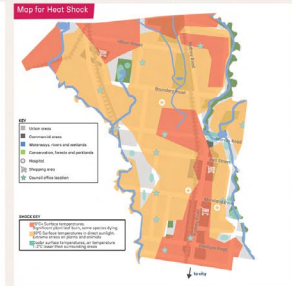
Each local area gets its own maps and shocks

Merri-bek

Base Map



Heatwave Map



Flood Map

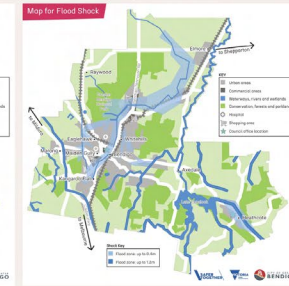


City of Greater Bendigo

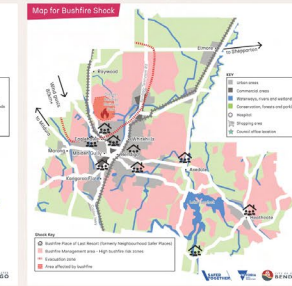
Base Map



Flood Map

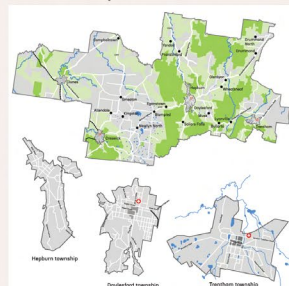


Bushfire Map

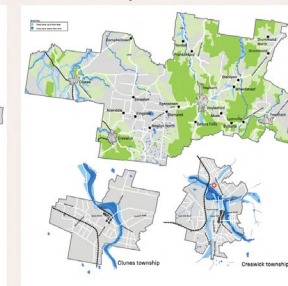


Hepburn Shire (two version of each, featuring different urban centers)

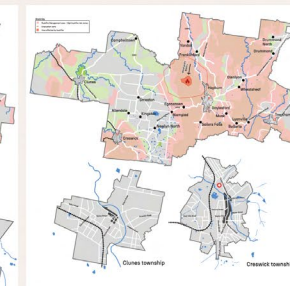
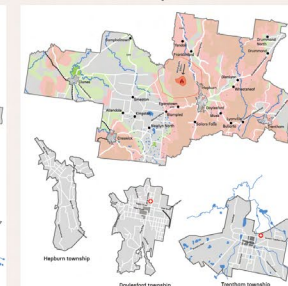
Base Maps



Flood Maps



Bushfire Maps

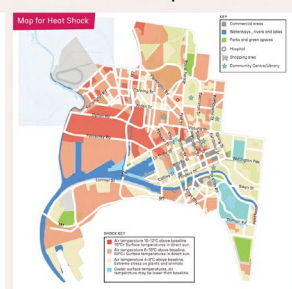


City of Melbourne

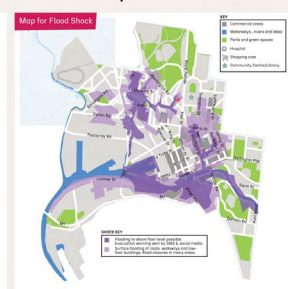
Base Map



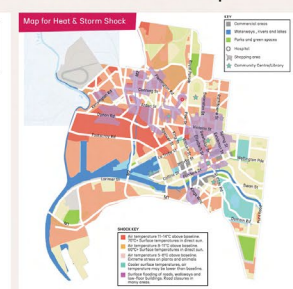
Heatwave Map



Flood Map



Heat & Storm Map

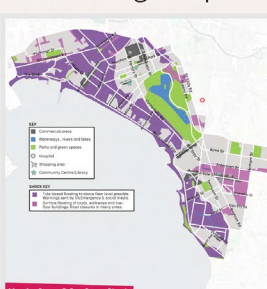


City of Port Phillip

Base Map



Storm Surge Map

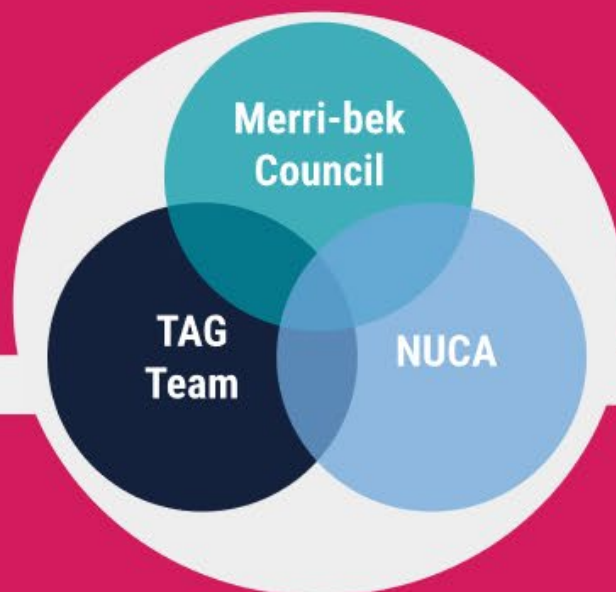


...with more maps to come.

TAG Merri-Bek Roll Out Project



Over 3 months we are learning how to embed TAG Merri-Bek in different shared spaces.



3 community-led and facilitated games in each site, a total of **9 sessions**.

ongoing support

ongoing support

Sussex Neighbourhood House



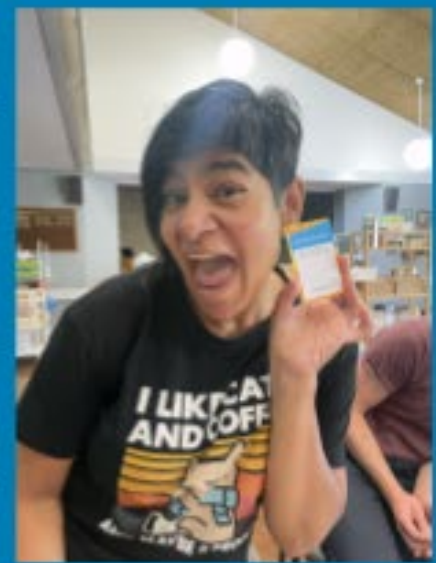
Merri Food Hub



Apartment Block



TAG Merri-Bek Roll Out



TAG Staff Game - Peer learning Circle

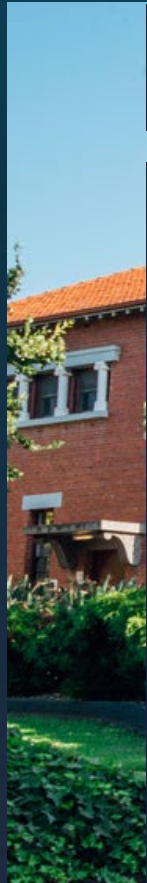
TAG Expansion Pack for Council Staff

A training tool:

- Shared understanding of anticipated climate change impacts in Merri-bek
- Imagine dealing with more regularly occurring climate change impacts both at home and at work, over the long term
- Encounter experiences of the most vulnerable people in Merri-bek, from whom council officers often hear the least
- **Not heavily tested!** With different components and gameplay than the community version.

Leading to:

- More informed and nuanced discussions about how to respond to climate change in Merri-bek
- More awareness of the impacts of climate change on vulnerable communities
- More connections across council teams, allowing for more coordinated planning and investment in resilience
- An increased sense of urgency to respond to climate change





Join our first Webinar: 6 May 1pm AEST

Dive into an empowered climate-future thinking at community scale.

The webinar will demonstrate how TAG works and tell you everything you need to know to bring TAG to where you work and live.

Register for the Webinar on Zoom here:
<https://bit.ly/TAGWebinar-May24>

Website



tagclimatedrill@gmail.com





QUESTIONS AND ANSWERS

Go to: **slido.com**

Enter event code: **9445716**



BREAK

Afternoon tea will be served in the conference hub (P). Please return to the main auditorium (M001) for the closing plenary at 3:45PM.