



GLOBAL EDUCATION METHODOLOGY

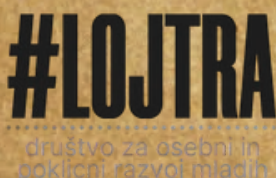
We believe that D&D can be used as a method of youth work, as it allows players to step into the shoes of their character and immerse themselves in a series of situations through which they will learn something new - not just their character, but the players as well.

One part of the learning process is to guide the players through a D&D scenario, which showcases a specific global issue, and players are left to explore various aspects of it and are allowed to come up with their own solution to the presented problem.

The second part of the learning process happens after the game session - a discussion about what their characters experienced during the session and how this correlates to the world around us. The dungeon master (DM), or a person that observed the game, asks a series of questions that allow the players to make connections to the real world and therefore reinforce the lessons learned through the game. You can use various methods for the reflection process to make sure all players get the opportunity to speak up (going in a circle, talking stick...). It's best if there is a short pause between the game and the discussion so that the players can discuss the plot among themselves and can then dedicate full attention to the discussion that follows.

We have prepared several different lengths of games you can play, as we know the time available in educational settings varies. There are 3 general lengths of stories (expected durations are specified in each individual story):

- A 12+ hour long campaign of 6 connected stories meant to be played over several separate occasions
- 1+ hour scenarios meant to be played in one sitting
- 45 min or less encounters for short sessions meant to be played in one sitting





GLOBAL EDUCATION HOW TO?

Learn the rules

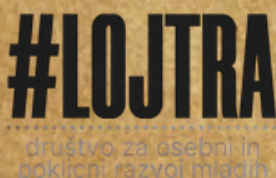
You can find all the info on how to play D&D and the resources that can come handy on the D20 website (www.d20.si/global_education)

Prepare for the game

All the info you need to play is contained in each scenario/encounter. It is made up of the below parts:

- **Main information:** basic information on themes, time required, trigger/content warnings, recommended number, level and age of players.
- **Learning objectives and Educational intent:** What we expect the players will learn through the story.
- **Summary/Abstract:** A quick overview of what will be happening in the story
- **Introduction/Background:** The information you need to start the game with your players.
- **Scenes:** Like chapters of a story a D&D story has Scenes that your players will travel through with their characters.
- **Conclusion - Resolution:** This is the end of the story and an outline of what happened after the intervention of the players.
- **Appendix:** additional materials and dungeon master tips that will be useful during the game.
- **Reflection questions:** Questions to support you in conducting the after game reflection that will help your players transfer what happened in game into real world learnings
- **Additional information on the topic:** More information on the topic addressed in the story.

Find a story that you find interesting. Read through the entire document so you are aware of the whole story. When you have experience you can combine different scenarios and encounters into campaigns of any length with any of the topics that suit your purpose. For your first campaign we recommend you play the published one, as it has all the connective elements between the scenarios already in place and is ready to play without any additional effort.





GLOBAL EDUCATION HOW TO?

Play the game

It's important to have fun. Do not worry about sticking to all the rules of the game, but rather the spirit.

Reflect

The scenarios are designed so the themes that come up in the game can be applied to the global issues the world is facing now. As the players are experiencing the story through their characters in a limitless world. You can make the experience of third-person role playing in D&D educational by having a conversation on how the players can transfer what happened in game into the real world.

Make a transition between in-character time and out-of-character time. When you are securely out of character ask the reflection questions provided or make up your own. Moderate the debate and make sure the players feel safe and heard. You can try to use a talking stick to ensure everyone can share their feelings.

Repeat

Keep going with introducing educational content through D&D to as many people as possible. Awareness on topics of global education is key to improving the lives of all our planet's inhabitants!

We welcome any impressions, insights, additions or other contributions to the method. You can contact any of the partner organizations of the project "D&DGE: The adventurous approach to global education" for more info!

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