



THE LANDSCAPE PRODUCTS GAME

FIRE PRIME

European Programme for Wildfire-Prepared Communities

FIREPRIME is a project by:



UNIVERSITAT POLITÈCNICA DE CATALUNYA BARCELONATECH



Universitat Oberta de Catalunya



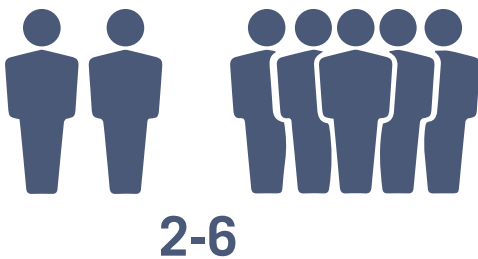
Research Institutes of Sweden



Co-funded by the European Union

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PLAYERS



Teams between 2 and 5 players.

DURATION



The game dynamics lasts about 15 minutes.

AGE



8-16 years.

LEARNING OBJECTIVES

The landscape products game serves to show how a heterogeneous landscape management can provide numerous benefits in terms of reducing the risk of fires, as well as generating local products.

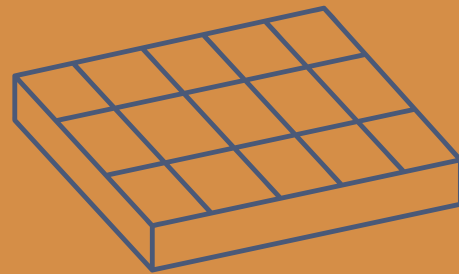
GAME OBJECTIVES

In different teams, players must arrange different cards with landscape features (forests, urban communities, agricultural fields, etc.) to create a wildfire resilient landscape. Subsequently, based on the selected cards, players must identify what benefits each card provides (biodiversity, reduction of fire risk, local products, etc.).

MATERIAL



Landscape features cards and benefit cards
(Annex to print).



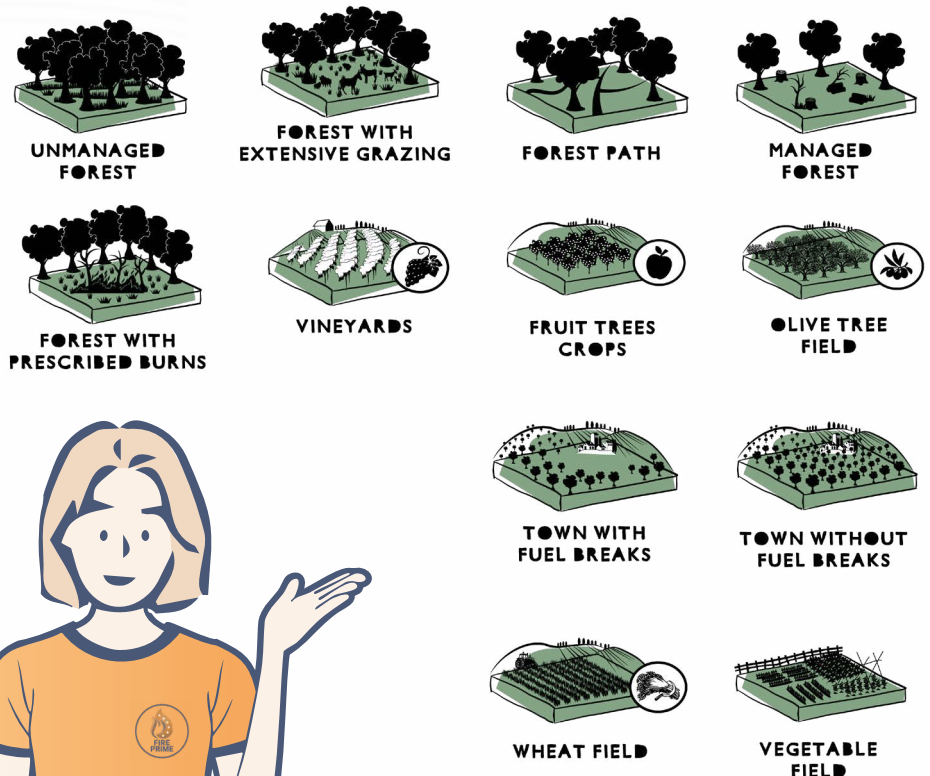
3x5 tile board.

GAME DYNAMICS

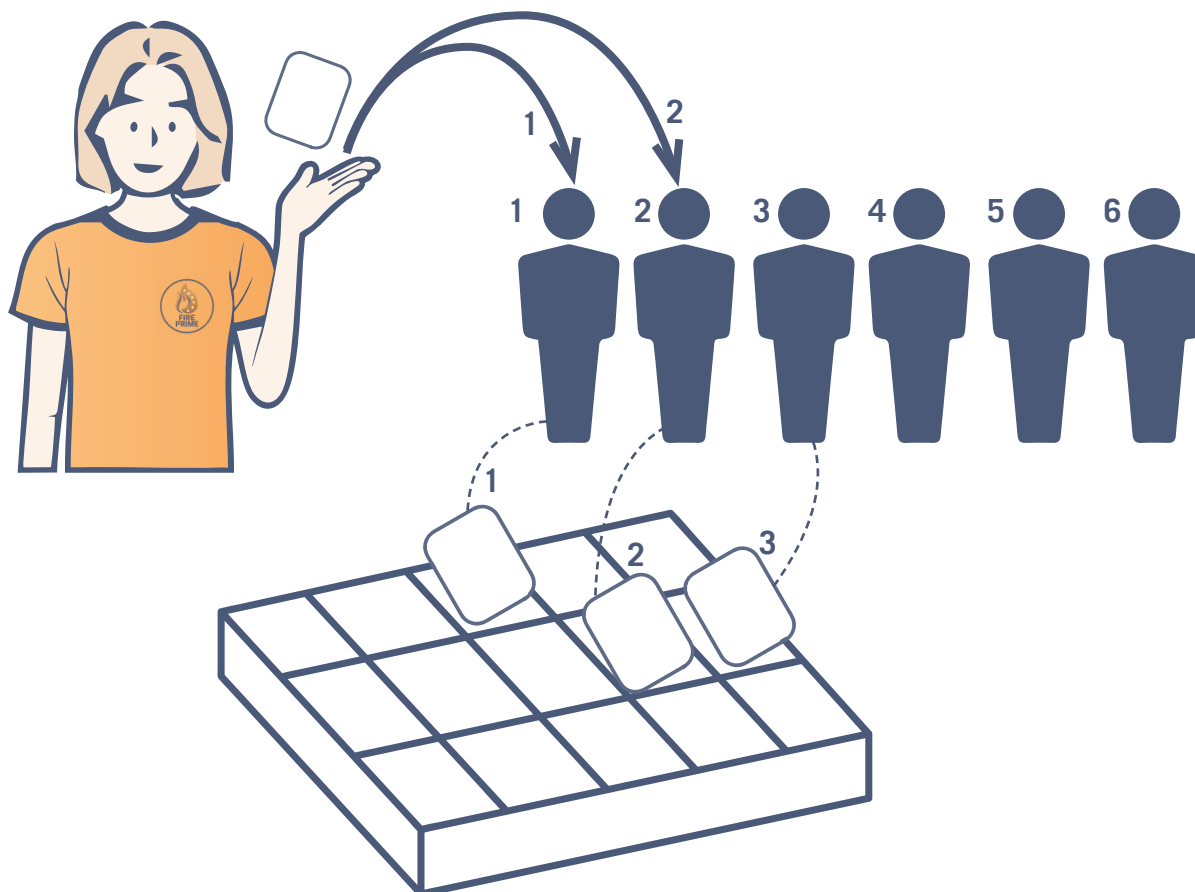
The game requires a leader who introduces the concepts of landscape and energizes the activity.

The facilitator begins the activity by presenting the cards with different landscape features:

- Vineyards
- Managed forest
- Unmanaged forest
- Forest path
- Forest with extensive grazing
- Forest with prescribed burns
- Town with fuel breaks
- Town without fuel breaks
- Fruit trees crops
- Olive tree field
- Vegetable field
- Wheat field



GAME DYNAMICS



Once the cards have been introduced, the players on each team line up and the facilitator gives a random card to the first player on each team. When the first player has placed the card on the 3x5 board, the facilitator gives the random card to the second player on each team, who must place it strategically next to the cards already placed by their teammates. **The goal is to place the cards to create a wildfire resilient landscape.**

When the entire 3x5 board (therefore, 15 cards in total) is filled, the first part of the game ends and an assessment of the landscape generated by each team is made.

The second part of the game consists of assigning the benefits that each landscape feature card provides, which can be:



Economical



Fire protection



Food



Energy and
construction
materials

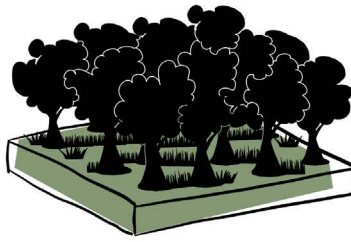


Biodiversity

ANNEX I



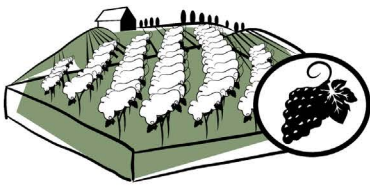
**UNMANAGED
FOREST**



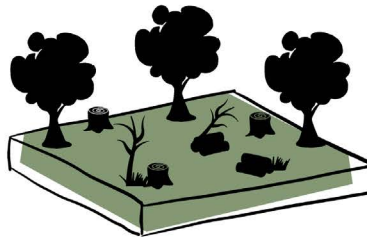
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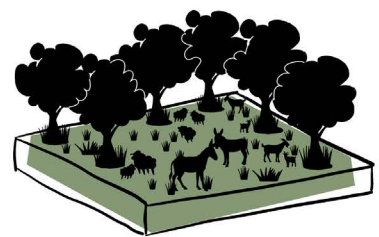
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VINEYARDS



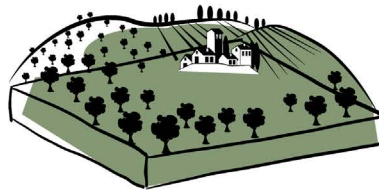
**MANAGED
FOREST**



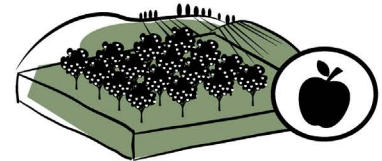
**FOREST WITH
EXTENSIVE GRAZING**



**FOREST WITH
PRESCRIBED BURNS**



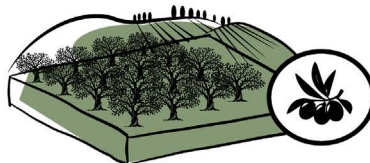
**TOWN WITH
FUEL BREAKS**



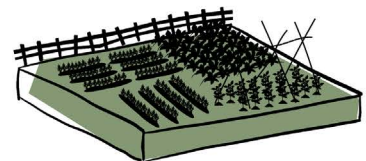
**FRUIT TREES
CROPS**



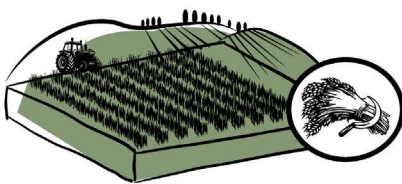
FOREST PATH



**OLIVE TREE
FIELD**



**VEGETABLE
FIELD**



WHEAT FIELD

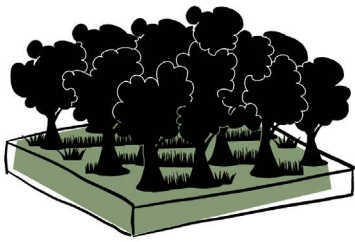


**UNMANAGED
FOREST**



**UNMANAGED
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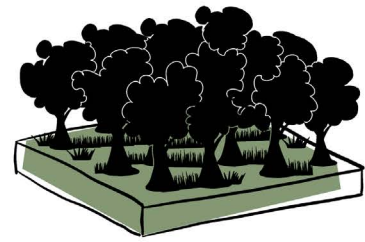
ANNEX II



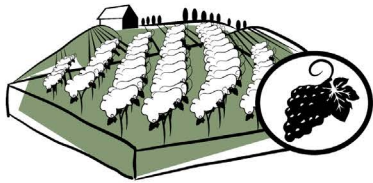
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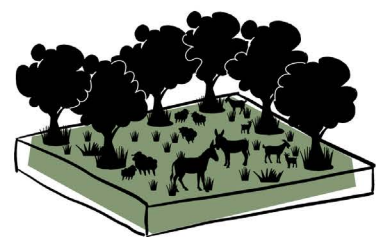
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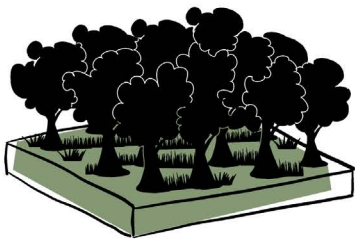
VINEYARDS



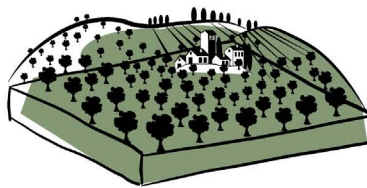
**MANAGED
FOREST**



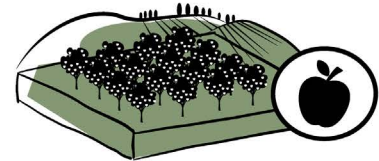
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EXTENSIVE GRAZING**



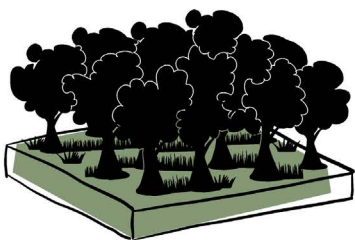
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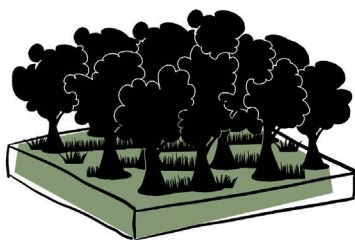
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FUEL BREAKS**



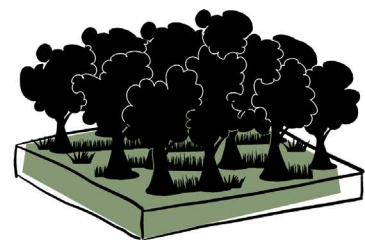
**FRUIT TREES
CROPS**



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ANNEX III

