

Game Choose your own adventure Climate Change Adaptation

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Instructions

the story.





Work in small groups. Nominate a reader for the group.

- EQ.
- 4 Decide as a group and then go to the story card specified.



5 Make sure you do the activity at least 3 times, making different choices each time and reaching different endings.



- While doing the activity take notes about the following:
 - What lessons did you learn?
 - What practical strategies have you learned about including people with disabilities in each stage of the programme cycle?
 - Which strategies could you apply in your role?



Start at the beginning and read



At the end of each story card, you will need to make a choice.

6

Do not always choose the answer you think would be most appropriate: try making different decisions to see what happens.



8 Be aware that the facilitator can draw a facilitator card at any moment to bring in an additional challenge for the group and support their learning process.





You are a proposal writer for a new livelihoods program that your organization wants to pursue in a geographical area affected by recurring periods of heavy rainfall and droughts.

Among the criteria in the call for proposals, two areas stand out:

- The program must support systems and individuals to be productive as circumstances change due to climate, and resilient in the face of climate-related risks (e.g., through new farming practices, different crop varieties, and innovative off-farm employment).
- The program has to include groups of people particularly vulnerable to climate changes, including persons with disabilities.

Your task is to submit a winning proposal!



This training tool has been developed by CBM Global's **Inclusion Advisory Group (IAG)** and customised for the particular training context in which it was used. For further information, please contact us at:

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