STRONGER TOGETHER

DISCUSSION PACK

A companion to the Stronger Together Facilitator Pack

Holding deeper conversations about community resilience after the game

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1. About this pack

Stronger Together ends with a built-in debrief — four questions that move players from the fiction of the Monster and the High Street to a real conversation about resilience on their own street. For many groups, that's enough.

This Discussion Pack offers alternative and additional debrief questions, framing language, and signposted resources for three audience groups. It's designed to sit alongside the Facilitator Pack, not replace it — the game framework stays exactly the same. Only the conversation that follows it changes.

At Mod, we always play first – to allow the experience to prompt our emotions - and then reflect on the subject matter together.

How to use this pack

Read the section that matches your audience most closely before your session.

Pick 2–4 questions rather than using all of them — depth matters more than coverage.

The game's own Q1–Q4 debrief still works well as a base; treat the questions here as extensions, alternatives, or follow-ups.

You know your group. Adapt language, drop anything that doesn't fit, and follow energy in the room over a fixed script.

2. Choosing your approach

These three audiences are starting points, not boxes. We've thought through three types of scenario, but feel free to pick and mix the suggestions which feel most relevant to the audience you're working with.

Stronger Together can be used:

- as a tool with young people, within a classroom or out of school setting. Some of the facilitation tips below may also be useful for other groups, especially where initial interest levels vary.
- as a starting point for internal conversations between team members, or teams, within organisations where there is some existing knowledge or expertise such as flood action or environmental groups.
- as a tool to introduce community resilience and preparedness to new audiences. Depending on the context, these could be community or volunteer groups, parish councillors, or event attendees. Facilitators may be taking the lead in facilitating a conversation with other members of their own group, or using the game as an 'opener' to conversations with others who they would like to engage and inform.

Audience	Primary purpose	Tone to aim for
Young people & youth groups	Build confidence, practical know-how and a sense of agency	Encouraging, concrete, low-pressure
Groups who have some existing knowledge or expertise	Team building, shared language, reflecting on how the team works together	Reflective, honest, a little playful
Groups who are new to community resilience and preparedness	Open a conversation with a new audience, surface local knowledge, signpost next steps	Welcoming, curious, non-judgmental

3. Young people and youth groups

This section is for facilitators running the game with secondary-age young people — Scouts, Guides, school groups, youth clubs and similar settings.

Facilitation tips for this audience

- Young people could arrive at a game like this either over-excited (it's a game, with a Monster), apathetic or quietly anxious (it's about disasters). All are fine - the facilitator's job is to keep things grounded in the fun of the High Street fiction while taking the real-world thread seriously when it comes up.
- With apathetic players particularly, we recommend not playing down to that young person’s energy levels. Stick to your plan and slowly try to coax them into the playthrough. There may be many reasons why the participant is less engaged.
- Energy management matters more than question depth. A shorter, livelier debrief beats a long, flat one.
- Use pair or small-group chat before sharing with the wider group - many young people speak more freely to a friend first.
- If running with Scouts, Guides, or similar, consider letting the recovery-pitch phase double as a presentation moment - recording it can become evidence for a badge.
- Keep the closing upbeat: end on what the group is good at and capable of, not on the threat itself.
- Notice if a young person has personal experience of climate impacts or another emergency. Don't put them on the spot publicly; check in with them quietly afterwards if needed.
- Be honest that the Monsters are playful twists on purpose - it makes a serious topic easier to talk about, not because the topic itself isn't serious.
- Where this links to badge or award work (see Resources), say so up front - it gives the session a clear, motivating purpose.

Discussion questions

Use these alongside or instead of the game's own debrief questions. They lean toward action and identity — what young people can actually do, and who they already are.

- Which Neighbour Card skill was most like your own? What's something you're genuinely good at that could help your street in an emergency?
- If you had to pick one person in your real life to be on your High Street team, who would it be and why?
- The game gave you five minutes to choose five actions. If your group, club, or school had five minutes to plan one thing to be better prepared for a disaster, what would it be?
- Was there a moment in the game where it wasn't possible to do nothing? What does that feel like in real life?
- If you were designing a fifth Monster, what would it be - and what's one Prepare or Connect action that could help in facing it?

4. Groups who have some existing knowledge or expertise

This section is for facilitators using the game internally — staff away days, volunteer training, partner workshops, or as an icebreaker before a working session. The goal here isn't public engagement; it's building shared language and reflecting on how your own team works.

Facilitation tips for this audience

- Colleagues who work in resilience, environment, or emergency planning may bring professional knowledge into the room - that's an asset, not something to manage around. Let their expertise surface naturally, but keep the fictional frame (Monsters, High Street) intact rather than letting it slide into a technical briefing.
    - Frame it explicitly as a reflective exercise about how the team works, not a test of technical knowledge.
    - If colleagues start correcting the game's realism, gently redirect them by proposing that we explore what is missing/wrong at the end of the game. This game should not be held as a perfect simulation and conversations on where it is not meeting the realistic issues are healthy conversation points at the end of the playthrough.
- This works well as a 30-40 minute slot at the start of a longer meeting or training day - build in time for the debrief, don't squeeze it.
- Permit disagreement. Internal teams often have real, unresolved tensions about priorities - the game can surface these usefully if you don't rush to smooth them over.
- Capture themes from the debrief (on a flipchart, shared doc, or simply from memory) and feed them into the meeting or training that follows - this is what makes it more than a warm-up.
- Consider repeating the game later in the year with the same team and comparing what's changed in how they talk about community resilience.

Discussion questions

These lean toward team dynamics, ways of working, and translating the game's themes onto your own organisation or partnership.

- Who in our world is our 'Dot the cat' - the small thing everyone quietly looks out for? What does that tell us about how we operate?
- The Fortune Roll showed how much of an outcome is down to circumstance rather than preparation. Where in our own work do we sometimes mistake luck for good planning, or vice versa?
- Which of the twelve Prepare and Connect actions most resembles something we already do well as an organisation? Which resembles a gap?
- In the Unpredictable Outcome, you had to find a solution with what you had, not what you wished you had. When have we had to do that for real in your workplace?
- If our organisation had a 'blue plaque' moment this year, what would it commemorate?
- What did this game make easier to say out loud than it usually is in our normal meetings?

5. Groups who are new to community resilience and preparedness

This section is for facilitators using the game externally — with community groups, residents, local partners, or members of the public who may have little or no prior engagement with climate or resilience work. Often this is the opening activity at a stall, drop-in, workshop, or community event.

Facilitation tips for this audience

- Watch the room for climate-affected individuals reliving past experience. Have a quiet word if needed and know where to signpost for support (see Resources).
- Adapt vocabulary for the audience - 'community resilience' is a useful phrase internally, but plain language ('being ready, looking out for each other') often lands better externally.
- For many participants, this may be their first conversation about climate risk or community resilience. The game's job is to lower the barrier to entry; your job as facilitator is to make sure the conversation that follows is genuinely two-way, not a lecture dressed up as a game.
- Resist the pull to 'correct' the game with real statistics and worst-case data unless someone specifically asks.
- Be ready for participants to bring up real local history (e.g. flood responses, gripes about authorities, or anxiety). Listen first - the debrief is for them, not for you to deliver messaging.
- Keep a clear, simple answer ready for 'so what happens next?' - see Resources below.
- If you're short on time (e.g. at a busy stall), the game and a 2-minute version of the debrief is far better than skipping the debrief altogether.

- Always close with one concrete, low-effort next step (checking climate risk online, signing up for warnings, setting up a shared chat) - momentum matters more than information volume.
- If you're collecting feedback or local knowledge as part of a wider project, say so clearly. It's best practice to also say how you'll use the information and what you'll analyse for.

Discussion questions

These lean toward translating fiction into the participant's real street, household, or network — and toward gathering, not just giving, information.

- Thinking about your real street or building - who are your 'neighbours' that you'd want on your team if something went wrong?
- Which of the Prepare or Connect actions in the game already happens informally where you live? What's missing?
- If you were to be given a Forecast in real life, what's the first thing you'd do - and is there anything that would get in your way? (Facilitator, you could choose a specific one if you wanted to frame the question)
- Who would you go to first if something happened on your own street - and who, if anyone, doesn't have anyone to go to?

6. General tips for extending the conversation

These apply across all audiences.

Holding space well

- Resist filling pauses after a question — especially Q4-style 'real world' questions.
- Ask one question at a time. Layering several at once makes it easy for a group to answer the easiest one and can be confusing.
- Reflect what you hear (“so it sounds like trust is the thing that matters most”) before moving on
  - it shows people they've been heard and often deepens the next answer. It can also offer opportunities for someone to respond to add nuance, and offer an extension which can lead to deeper reflections.

If the conversation goes somewhere difficult

- It's okay for the conversation to surface real anxiety, grief, or frustration — especially with people who've experienced climate impacts or other emergencies. Slow down rather than redirect. Can you allow a space for those conversations to be had safely? If so, perhaps ask them open questions about that event - How did you feel as it happened? What happened afterwards?
- You don't need to have answers for systemic issues (funding, infrastructure, government action) that come up. Acknowledging them honestly is better than

deflecting. Taking the question and being curious about yourself will allow you to develop a better understanding of the subject matter. Explain this to the group and this might prompt their own action.

- Know your own limits as a facilitator — you're not a substitute for emotional or crisis support. Have a small number of signposting resources ready rather than trying to resolve everything in the room. If something occurs that feels unsafe, or spark concern, ensure you are contacting the correct safeguarding routes.

If the conversation needs more time than you have

- Name it: 'We could talk about this for another hour — let's pick the one thing we most want to take away.'
- Offer a way to continue: a follow-up session, a shared document, a contact email, or simply an invitation to keep talking informally afterwards. Perhaps ask the group to find a collective action they can take - together or separately.

7. Sources and further reading

A short, practical list to point participants toward — arranged by audience. Check links periodically, as content and URLs can change.

For everyone

Resource	What it's for
Prepare Campaign, Gov.uk	UK Government's national campaign on preparing for emergencies, signposted at the end of the game itself.
Prepare for flooding	Specific advice on long term and short-term preparation for flooding, including signing up for flood warnings, and templates for personal, community and business flood plans.
Met Office	Sign up for weather warnings by email The National Severe Weather Warning Service (NSWWS) includes a level of impact that the forecast weather is expected to bring and the likelihood of those impacts occurring.

For young people & youth groups

Resource	What it's for
Youth Climate Collaborative	A global, youth-led organization changing systems to enable young people to create, sustain, and scale climate action.
UKYCC – UK Youth Climate Coalition	UKYCC focus on engagement, education, and upskilling young people so that they can take part in the movement with a grounded connection to the cause – this includes working on local, national, and international scales.
Young Minds	Support for young people experiencing anxiety, including eco-anxiety, if the topic raises difficult feelings.
Gen Z Zine	An amazing group of young climate leaders created this brilliant “zine” for youth about climate emotions and wellness.

For groups who have some existing knowledge or expertise

Resource	What it's for
MIND	National Mental Health support charity who offer resources on Climate Anxiety

Greenpeace	Twenty-one resources to energise you into action from global charity Greenpeace who defend the natural world from destruction.
Communities Prepared	Through training and tailored support, Communities Prepared equips communities nationwide with the knowledge and confidence to prepare for, respond to, and recover from a range of emergencies, from flooding and severe weather incidents to pandemics.
London Resilience Toolkit	Written for London, but lots of it relevant UK-wide.
Your Local Resilience Forum (LRF)	The LRFs aim to plan and prepare for localised incidents and catastrophic emergencies. They work to identify potential risks and produce emergency plans to either prevent or mitigate the impact of any incident on their local communities.
The Flood Forecasting Centre	FFC is a working partnership between the Environment Agency and Met Office with information on flooding guidance.
The UK Health Security Agency (UKHSA)	UKHSA exists to protect people from health threats. They prevent and reduce the harm caused by infectious diseases, chemicals, radiation, the health effects of climate change and a range of environmental hazards including air quality.

For individuals and groups with little prior knowledge

Resource	What it's for
National Flood Forum Helpline & Blue Pages	Independent advice and directory of flood protection products and services for residents.
British Red Cross - emergency preparedness	Plain-language guidance on preparing households and communities for emergencies.
Prepare - Wildfire Action Plan	Specific advice in response to wildfires.