



Role-play activity to encourage decision-making and debate in challenging outdoor ethical situations.



Learning experience



Topics



30 – 45 min

Guiding, planning and preparing ahead
Dealing with impacts



Participants

- Develop critical thinking on impacts to the environment
- Understand that perceptions on impacts can change depending on the person
- Are able to identify steps they can take to reduce damage caused to the environment



Suitable for
outdoor sport instructors
(and course participants)



Practical sessions
Theoretical lessons



Outdoor F2F
Indoor F2F
Digital



Materials needed

Dilemma cards
(See appendix for examples)



Role-play activity to encourage decision-making and debate in challenging outdoor ethical situations.



Preparation

Break participants up individually.

Activity instruction

Each participant group is presented with a set of three dilemmas related to outdoor use or sport.

The participants must choose only one issue to tackle. They must assume that the other two unchosen dilemmas occur as written.

Once all participants choose their dilemma to deal with, the groups will then debate why they chose their preferred option and the difficulties in making the decision.

Reflection and discussion

- Ask participants if not being able to address the other impacts bothered them
- Ask participants if they would change any of their answers
- Ask the participants what is the most likely cause of each dilemma in their sport
- Following that debate, the participants can explore ways of mitigating each dilemma through changes in behaviour and good planning practices (knowing what they know now).



Potential Variations

Endless – The dilemmas can be tailored to any activity, space, or sport



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Background knowledge

The framing draws inspiration from place-based learning, engaging the participant through sharing and impact of places they are affiliated with in their own communities. Bringing this activity to their spaces advocates for a sense of responsibility and stewardship.

The varied sections may relate to what can be called holistic education, in it encompasses creative, intellectual, social, and emotional elements to its process.



Key words

#dilemmas
#impacts of OS



Source

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Presented by

Leave No Trace Ireland



Materials

Dilemma cards

ETHICS SITUATIONS 1

- Walkers using mobile phones.
- Food remains 'left for wildlife'.
- Multiple cars blocking forest entrances.

ACTIVITIES FOR LEAVE NO TRACE PROGRAMMES
ETHICS GAME



ETHICS SITUATIONS 2

- Someone taking a pee at the side of a track.
- Walkers stepping off a track to avoid a muddy section.
- Signs/notices in the mountains.

ACTIVITIES FOR LEAVE NO TRACE PROGRAMMES
ETHICS GAME





ETHICS SITUATIONS 3

- Dog poo at the base of a climbing route.
- Toilet paper sticking out from underneath a rock.
- Names carved on trees.

ACTIVITIES FOR LEAVE NO TRACE PROGRAMMES
ETHICS GAME



ETHICS SITUATIONS 4

- Litter on the edge of tracks.
- Campsites with trampled vegetation.
- Dislodged stones from old walls caused by walkers crossing over them.

ACTIVITIES FOR LEAVE NO TRACE PROGRAMMES
ETHICS GAME





ETHICS SITUATIONS 5

- Fire rings in the upland areas.
- Noisy groups.
- Being passed by a large group when out walking.

ACTIVITIES FOR LEAVE NO TRACE PROGRAMMES
ETHICS GAME



ETHICS SITUATIONS 6

- Half burned food and rubbish left in a campfire.
- Cairns marking route on mountains.
- Dogs off the lead and out of control.

ACTIVITIES FOR LEAVE NO TRACE PROGRAMMES
ETHICS GAME





ETHICS SITUATIONS 7

- Cigarette butts by the edge of routes.
- People climbing on national monuments.
- Quad and scrambler tracks on mountains.

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ETHICS GAME



ETHICS SITUATIONS 8

- Theft of heritage features.
- Graffiti on old buildings.
- People picking wildflowers.

ACTIVITIES FOR LEAVE NO TRACE PROGRAMMES
ETHICS GAME

