

Engleski jezik

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Speaking activity: POLICY SIMULATION BOARD GAME (45 min)

Target group: Upper secondary students (B2–C1 CEFR)

Focus:

Systems thinking + decision-making under constraints

VISUAL ANALYSIS (10 min)

VISUAL STIMULUS (photographs shown to students)

Teacher presents a series of photographs taken from open-access image platforms, including Unsplash, Pexels, and Wikimedia Commons, selected for educational use in accordance with their respective licenses.

The photographs depict different real-world tourism contexts: Venice experiencing overtourism with dense visitor crowds in its historic centre; Barcelona during tourist protests reflecting local resistance to mass tourism; examples of eco-tourism in sustainably designed natural lodges; Mount Everest showing overcrowding and environmental pressure in high-altitude tourism; and the Maldives illustrating luxury tourism development in a fragile coastal ecosystem.

Students are invited to observe the images and consider the different types of tourism systems represented, as well as the environmental, social, and economic pressures visible in each case.

Students silently observe all images and note:

- What is happening?
- What type of tourism is shown?
- Is the system balanced or under pressure?

2. PAIR DISCUSSION (2 minutes)

Students discuss in pairs:

- What are the main pressures visible in the images?
- Who is affected (environment / locals / economy)?

- What is the core problem in each case?

3. SYSTEM IDENTIFICATION (3 minutes)

Students identify and name:

- environmental pressure
- social pressure
- economic pressure

They must connect each image to at least one pressure type.

4. CAUSE-EFFECT THINKING (2–3 minutes)

Students answer:

- What caused this situation?
- What could happen if nothing changes?
- What is one possible intervention?

5. TRANSITION TO BOARD GAME (1–2 minutes)




Students summarise in one sentence:

“Tourism systems are unstable when...”

6. The teacher then introduces that each group will now act as a **destination management board**, where they must:

- respond to similar situations
- make policy decisions
- deal with consequences and system instability

Students act as destination policymakers balancing:

-  Environmental Integrity
-  Social Acceptance
-  Economic Resilience

Starting values: **10 / 10 / 10**

GAME BOARD

ENVIRONMENT — SOCIETY — ECONOMY
0 ——— 10 ——— 0 ——— 10 — 0 ——— 10

Rule:

If any indicator drops below 4 → system instability event

GAME FLOW

1. Draw EVENT CARD
2. Discuss (2–3 min)
3. Choose POLICY CARD
4. Apply CONSEQUENCE CARD
5. Update indicators

EVENT CARDS

- Low-cost airline increases arrivals
- Viral social media destination trend
- Heatwave reduces capacity
- UNESCO protection introduced
- Local anti-tourism protests escalate

POLICY CARDS

- Tourist tax increase
- Visitor quota system
- Eco-certification program
- Infrastructure expansion
- Zoning restrictions
- Off-season tourism strategy

CONSEQUENCE CARDS

- Housing prices increase (-social, +economic)
- Environmental degradation slows (+environment)

- Tourist satisfaction decreases (-economic risk)
- Local protests increase (-social stability)
- Revenue improves infrastructure (+balanced outcome)

OPTIONAL ROLES

- Tourism Board
- Environmental Agency
- Local Community Council
- Hospitality Industry Representative

WIN CONDITION

Maintain system stability across all three dimensions.

FINAL DEBRIEF

- What decisions created unintended consequences?
- Did you prioritise economy or sustainability?
- Where did stakeholder conflict appear?
- What does this simulation show about real tourism systems?

LANGUAGE SUPPORT

- I think that...
- In my opinion...
- I agree / disagree because...
- One issue is...
- I would challenge the assumption that...
- This suggests a systemic issue rather than...
- If we consider the concept of...
- A counterargument would be...
- This reframes the issue as...

SOCRATIC CARDS

QUESTIONS

- Should tourism be limited in fragile destinations?
- Who owns tourist destinations?
- Can mass tourism be sustainable?
- Is eco-tourism just branding?

CHALLENGE CARDS

- Use a counterargument
- Use a real example
- Link to carrying capacity
- Reframe from local perspective

ROLE CARDS

- Environmental analyst
- Local resident
- Tourism minister advisor
- Hotel industry stakeholder
- NGO representative

ASSESSMENT (FORMATIVE)

- Argumentation quality (1–4)
- Interaction (1–4)
- Language accuracy (1–4)
- Systems thinking (1–4)

GROUP ROLES

Each group represents a **Destination Management Team**.

You may take one of these optional roles:

- Tourism Board
- Environmental Agency
- Local Community Council

- Hospitality Industry Representative

Roles help you argue from different perspectives during decision-making.

MATERIALS YOU WILL USE

During the game you will work with:

- Event Cards (what happens in the destination)
- Policy Cards (what decisions you make)
- Consequence Cards (results of your decisions)
- Role Cards (perspectives you represent)
- Challenge Cards (extra constraints during discussion)

You may also use language support prompts for expressing opinions, agreement, disagreement, and negotiation.

GAME FLOW (EACH ROUND)

Each round follows these steps:

1. EVENT CARD

A situation is revealed that affects your destination (e.g. tourism increase, protest, environmental pressure).

2. DISCUSSION

Your group discusses the situation for a short time. You must consider:

- environmental impact
- social impact
- economic impact

3. POLICY DECISION

Your group chooses **one Policy Card** or proposes one decision.

4. CONSEQUENCES

A Consequence Card is applied (or interpreted) based on your decision.

5. UPDATE SCORES

Adjust the three indicators accordingly.

CHALLENGE RULES (when used)

At any point, Challenge Cards may require you to:

- respond with a counterargument
- use a real-world example
- justify your decision
- consider a local perspective

COMMUNICATION RULES

During the game:

- All decisions must be explained
- Everyone must contribute to discussion
- You must justify choices, not only state them
- You may agree, disagree, and negotiate within your group

Use language such as:

- I think this is better because...
- However, we should also consider...
- The consequence of this might be...
- From the local perspective...

WINNING CONDITION

There is no single winner.

Your success is measured by:

how long your destination remains stable across all three indicators.

FINAL GOAL

Try to maintain a realistic and balanced tourism system.

Focus on consequences, trade-offs, and long-term sustainability rather than short-term profit.