

GENERAL OBJECTIVE

Understand the term **Resilience** and its relationship with the diversity of a system when facing **disturbances** and **changes**.

SPECIFIC OBJECTIVES

- > Introduce the term Resilience and understand the importance of its meaning.
- > Explain the different areas in which it is useful for us to understand Resilience.
- > Relate Resilience to diversity in general and to biodiversity in particular.
- Understand Biodiversity in relation to the ability of an ecosystem to survive environmental disturbances.
- Live in first person what it means the capacity of a system to incorporate the information of the different elements that make it up.

CONTENTS AND DEVELOPMENT

Bringing to light prior knowledge

Introduction: About 10 min. Objective: to contextualize the subject and the methodology. Leads and accompanies: the teacher.



Presentation of the activity (it is possible that the answers are very few, it is necessary to help them to create an idea of what Resilience is unless they have been able to work on it previously):

Today we will do an activity around the term **Resilience**. Before we start, let's go around:

- → Do you know what Resilience is?
- → Where does the term come from?
- → What does it have to do with **natural systems** or their conservation?

Make sure they understand the definition:

Resilience is the ability of a material, an organism, a system to **return to its initial characteristics** after suffering a disturbance.



Dynamics

Proposal for an **initial collective intelligence activity**. This part of the activity can be done the day before the game, depending on the agility of the group to work in teams. We divide into groups:

- > Write on a post-it three key words to describe what you think resilience is.
- > Stick it on the board
- > We leave it exposed and when we finish the activity we will return to it.
- > We don't talk about it or touch anything until afterwards.

Incorporating knowledge

Now we are going to experience biodiversity first hand, with a game (about 30 min.).

Instructions for teachers:

- > Move the tables as much as possible to leave an open space in the middle of the classroom.
- > Read the dynamics of the activity.
- > Print the tiles for each galaxy or write the characteristics on the board.
- > Print the tests and check if they are suitable for your group.
- Have a part of the board ready to make the grid of "weaknesses", chalk and eraser (and post-its if necessary).

Introducing the Game:

- Welcome and welcome to the ship "Peaceful Future" which transports diplomats from different aalaxies to the XXXIV meeting for Interstellar Peace.
- > We have transformed the classroom into a ship and you are **diplomats/ representatives** of four distant galaxies with very different physical and personality characteristics. This means that there are things you do very well... and others not so much!
- > In the middle of the trip, you suffer a major DISASTER!
 - → The commander suffers a heart attack and drifts away!
 - → You have lost your "ship commanded by a commander" feature.
 - → How do you think you can continue the journey?
 - → You have 20 minutes to solve it, that is, to find a way to command the ship as safely as possible... Good luck!
 - → Ah...the Commander was from a galaxy that's gone...there's no one else from that galaxy among the crew.



Start the Game:

- Remember that Peaceful Future is a diverse system: each diplomat from each galaxy has physical and personality characteristics and this has assigned you certain roles within the ship.
- ➤ We make 4 groups (assess if the class group allows such diversity) and distribute the cards (or read them) with the characteristics of each galaxy/group.

Before handing out the roles, look at the final table of **characteristics of each galaxy**, based on the idea of "privileges", that is, **abilities** and **opportunities** inherent to our origins and personality. The combination of these privileges is diverse. For example:

- On a social level: where I was born, who are my parents, what era I live in, role I occupy in my group in a consensual way, etc.
- On a personal level: what physical and psychological characteristics I have, and what level of acceptance it has in the society in which I live.

The Game follows:

Share and identify with the given characteristics and think if you would be a good commander, and why? What features are you missing? Write it in a grid on the board. 10 minutes.

| Galàxia | What weaknesses do we have that make us unfit to be a com- mander? |
|--------------|---|
| NGC 4565 | |
| LGS 3 | |
| ANDROMEDA VI | |
| I ZWICKY 18 | |



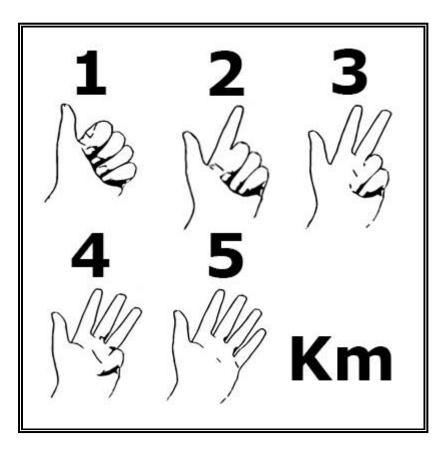


- REMEMBER: Since the commander was the only one from his galaxy on the ship, the proposal is to command the ship as a team.
- > How do we choose the commanding team?
 - → Passing four tests: the people who pass the tests will be the commanding team.
 - → BUT: Each test is especially "suitable" for two of the four galaxies (see tests) and each galaxy can send only one representative to pass each test (think about your personalities), except for the last test.
 - → Whoever passes the test first, enters the commanding team.

We attach simple test proposals that you can change according to the particularities of your group.

> Test 1

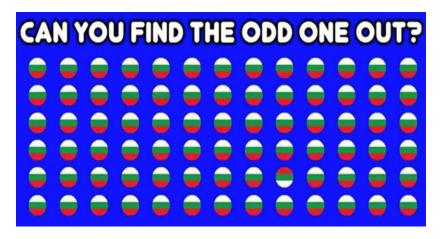
- → Solve a hieroglyph
- → Ideal galaxies: 1 and 3
- → Who solved it first? 1st Command Team Member





> Test 2

- → Visual test
- → Ideal Galaxies: Only 2 and 1.
- → Who solved it first? 2nd member of the commanding team.



> Test 3

- → Sudoku
- → Suitable Galaxies: 2 and 4 only.
- → Who solved it first? 3rd member of the commanding team.

| | | 2 | | 3 | 1 | | | 8 |
|---|---|---|---|---|---|---|---|---|
| | 4 | | | | | | 1 | 3 |
| 8 | 1 | | 7 | | | | | |
| | 3 | | | 5 | | | 6 | 2 |
| 4 | | 7 | 3 | 8 | 6 | 9 | | 1 |
| 6 | 5 | | | 2 | | | 8 | |
| | | | | | 5 | | 7 | 9 |
| 2 | 7 | | | | | | 3 | |
| 9 | | | 4 | 7 | | 6 | | |



> Test 4

- → Mind Connection: The two ideal galaxies form a circle and try to say as many correlative numbers (starting with 1) as they can without repeating. We make three attempts.
- → Ideal galaxies: 4 and 3.
- → Who solved it first? The galaxy that manages to say the most numbers wins and chooses the 4th member of the commanding team.

CONGRATULATIONS; you now have a Commander team and you have been able to continue with your interstellar mission!!!

If there is time, repeat the tests with other representatives and incorporate some modifications to generate **discussion**:

- In the middle of a test, the teacher invites the other galaxies to participate (first just one person... then two...).
- > What tests have been solved before? Why do you believe?
- > What happens when:
 - → Do we allow people from other galaxies in? We increase the diversity of tools, talents, and gifts, and increase the chances of solving a problem. Therefore: the resilience of a system is directly proportional to its diversity.
 - → And if we increase the time to solve the test? Time brings out less visible characteristics or qualities of the system.





Consolidate learning

Energized/facilitated plenary by the teaching staff of about 15 min.

In a circle or sitting/from their usual places, we open a **round of questions** in relation to the game we have just played (we suggest you collect the results in colored post-its format or recording):

> What happened? Have we found the **best commanding team**? Because?

You can focus your thinking on:

- → the role of the commander as an analogy of the key species, which if they disappear, put the survival of the ecosystem at risk.
- → the **personalities/abilities** of each galaxy. '
- → the importance of **teamwork**.
- Now let's think about an ecosystem and different types of disturbances that could put it at risk, which ones come to mind? Examples: hurricanes, increase in temperature, sea level rise, forest fire, change of land use, etc.
- > Is it the same to speak of natural disturbances as of anthropogenic disturbances?

A **natural change (disturbance)** (for example, a forest fire) includes information from the natural system itself and can therefore adapt and live with it.

An **anthropogenic change** (for example, spillage of crude oil at sea or caused forest fires or increase in temperature due to the greenhouse effect, etc) can mean **drastic changes** in natural systems that do not have the necessary information to survive them.

- > What happens to an ecosystem with high resilience to a disturbance?
- > And to one with low resilience?

Relate it to what happened in the activity.

- → resilience and diversity are linked.
- → the importance of the time variable in the recovery of an ecosystem: the more time I give to a system, the more capacity it has to recover or adapt.
- > What relationship do you think this activity has with the conservation of ecosystems?

A final thought

Resilience is **applicable at every level of organization imaginable**: a molecule, a classroom, a work team, a species, a person, a state. What could a resilient person be? How should we do it on a personal level to be more resilient?



| GALAXY | COLLECTIVE / CULTURAL How are they collectively? | INDIVIDUAL Predominant characters? Potentialities and risks | | |
|----------|--|---|---|--|
| NGC 4565 | Rationality Analysis Memory Element: Water Symbol: Eagle Occupation: military | Leadership Requirement Perfectionism Global vision | Authoritarianism Intransigence Cold | |



| GALAXY | COLLECTIVE / CULTURAL How are they collectively? | INDIVIDUAL Predominant characters? Potentialities and risks | | | |
|--------|--|---|---|--|--|
| LGS 3 | Emotion Intuition Quickness Adrenaline Element: Fire Symbol: Lion Occupation: pilots | Dexterity Forcefulness Game Courage Focused vision | Bad temper Emotional attachment Recklessness Terse | | |

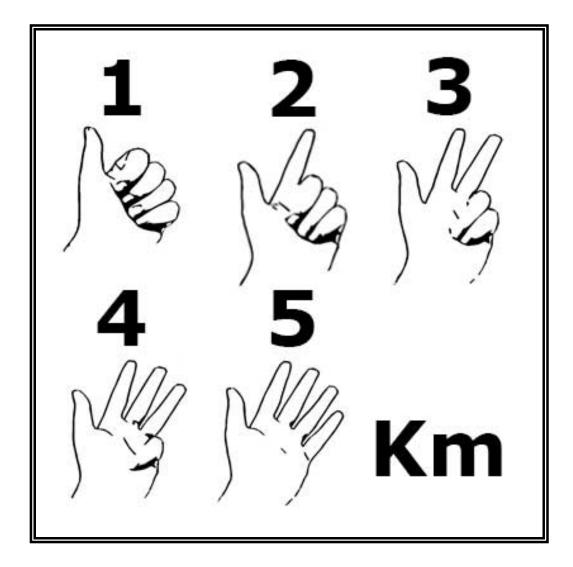


| GALAXY | COLLECTIVE / CULTURAL How are they collectively? | INDIVIDUAL Predominant characters? Potentialities and risks | | |
|--------------|--|---|--|--|
| Andromeda VI | Bond Prediction and forecast Proactivity Element: Earth Symbol: Dog Occupation: Doctor and me- chanics | Kindness Warmth Integration Knowledge | Lack of clarity Complexity Insecurity Chaos | |



| GALAXY | COLLECTIVE / CULTURAL How are they collectively? | INDIVIDUAL Predominant characters? Potentialities and risks | | |
|-------------|--|---|---|--|
| l Zwicky 18 | Magic Dream Art Beauty Community Element: Air Symbol: Hummingbird Occupation: Holy man or wo- man (priest) | Eldership Connection Wisdom Dreams | Out of time Slowness Desattachment of the final result Complex language | |







CAN YOU FIND THE ODD ONE OUT?



TEST 3

| | | 2 | | 3 | 1 | | | 8 |
|---|---|---|---|---|---|---|---|---|
| | 4 | | | | | | 1 | 3 |
| 8 | 1 | | 7 | | | | | |
| | 3 | | | 5 | | | 6 | 2 |
| 4 | | 7 | 3 | 8 | 6 | 9 | | 1 |
| 6 | 5 | | | 2 | | | 8 | |
| | | | | | 5 | | 7 | 9 |
| 2 | 7 | | | | | | 3 | |
| 9 | | | 4 | 7 | | 6 | | |

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