



North Carolina Interfaith Power & Light

a program of the NC Council of Churches

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Transition Game

Game materials and updates available through Nancy Carnes, nancynomad@hotmail.com

Welcome to our NC Interfaith Power & Light Earth Sabbath Celebration tonight. I'm Nancy Carnes, and I will be facilitating these celebrations the 2nd Tuesday of each month.

Earth Sabbath Celebrations are one of North Carolina Interfaith Power & Light's (NCIPL) four programs. Our intention is for this to be an interfaith celebration that provides those of us who love the earth with a place for connection, sharing and replenishing our spirits.

We as a staff and team of volunteers try to create an interfaith space at each service. You are invited and encouraged to share your gifts and creativity in helping this Earth Sabbath Celebration to evolve. If you feel moved to contribute in any way, let me know!

I'm glad that each of you are here tonight.

Tonight, we're going to play the Transition Game, where we will transition from chaos/survival through resiliency and sustainability to thriving: at home and in local, regional and global Earth communities. Sound good?

We'll engage in opportunities for teamwork, global collaboration. We'll perform actions and community service, take stands, move through breakthroughs and breakdowns, and take time for inner replenishment. And we may encounter the powers of the universe and experience and share gratitude and grief in meaningful ways.

Our community building exercise, which we do at the beginning of most services, will be part of the game.

You may have noticed that you are sitting in teams already, based on the nametag color you chose. There doesn't have to be the same number of people in each team – this is life! Someone said once that the only difference between a game and real life is that in a game, we still remember that we made up the rules.

This is your local community team, which will be active in the game. This is the symbol for local community. You notice there is a tree in the middle, because contrary to common usage, "community" is richer when it includes all life, not just the human.

You are also part of the regional community, which in a game this size, includes all the people in the room. If the game was played online or with people coming together from different regions, there could be several regional communities. Again, see the symbol, including more than just people.

And you are also part of the global Earth community. As this symbol indicates, with elephants, horses, bears and people – yes, even the cockroaches. The global Earth community includes everyone in the room. So everyone is on a local community team, a regional community team, and a global Earth community team.

But right now, let's start at the local community level. I would like you as a local community team to introduce yourselves, perhaps share a little bit about what drew you here today. Then I would like you to name your team. Teams can also choose an intention for their play, which can include an emphasis on any of the home, local community, regional community, or global earth community levels, and even particular problems their real communities are facing that need some resolution.

You can write your team name and intention on the Local Community Transition Flowchart in your area.

If you get that done, you can start circulating and getting to know the people in your regional community team. You can pick a regional community team name and an intention. You can pick a global Earth community team name and intention. However, it is certainly fine if you simply focus on the local level.

I'm going to give you 15 minutes and then we'll check in.

7:15 pm

Check in.

Okay, red team, tell me about yourself.

Blue team?

Yellow team?

Green team?

Great!

7:30 pm

We're going to start with centering ourselves. Farrunnissa is going to lead us in a call-and-response from Rumi's powerful poem, "The Guest House." As I was reading it recently, I also ruminated on the idea of the universe perhaps saying this poem to itself.

After the call-and-response, we'll have a minute or two of silence.

Thank you!

Let me begin by sharing a little bit about the context of the game, and then the rules of play.

CONTEXT

Let me briefly mention the context of the game. I designed the game to be an integration of

- Permaculture
- Transition Initiatives
- Awakening the Dreamer genius of seeing three issues (environmental sustainability, social justice and spiritual fulfillment) as one,
- Thomas Berry and Brian Swimme's cosmology
- The power of story and unexamined assumptions / languaging technologies
- Joanna Macy's work
- Integral philosophy
- StirFry's work on racism and discrimination
- Etc.

The power in the game, I believe, is in the context, followed by the content. This stuff (the spinning wheels, die, etc.) are just to keep us interacting. The content is changeable. I wrote all this in three days, and no proofreading. Please be gentle – there may be typos or a short snippet may not work outside of its larger context.

CONTENT

If we were doing this for a school, a church, or group or most especially children (I am also involved in creating an ATD for elementary schools) – we could easily rewrite the content to reflect what is going on for them. Or we could incorporate them into writing the content as part of the game.

I have an evaluation form with my email and phone number on it for you to fill out afterwards. I cannot tell you how much I appreciate your wisdom and feedback.

Okay, on to the game!

Game Instruction – comes with materials

Any questions?

7:45 pm

Let's start!

8:15 pm – warning, ending game in 5 minutes

8:20 – end game, debrief

8:27

Chant commissioning

8:30