



**Green Agritainment: VET strategies for
Edutainment in European Agritourism
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VET Training Practices

Exercises for creating green-transition inspired group games in
educational setting in agritourism and hospitality

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Table of Contents

General Framework	2
Exercises	5
Block 1 – Interactive Foundations	
1. The Eco-Choice Challenge	5
2. Eco-Charades	10
3. The Carbon Footprint Line-Up	15
4. The Sustainability Auction	16
5. The Green Negotiation Table	18
6. The Eco-Story Circle	21
Block 2 – Team Creativity & Knowledge	
7. The Zero-Waste Relay	24
8. The Green Menu Puzzle	25
9. The Green Challenge Quiz Show	27
Block 3 – Simulations & Puzzles	
10. The Sustainable Farm Day Simulation	31
11. The Green Budget Challenge	34
12. The Eco-Escape Challenge	36
Block 4 – Customer Engagement & Roleplay	
13. The Eco-Pitch Challenge	39
14. The Green Service Roleplay	41
15. The Sustainability Jigsaw	43
Block 5 – Adventure & Cooperative Challenges	
16. The Eco-Scavenger Hunt	45
17. The Green Crisis Team Challenge	47
18. The Eco-Chain Reaction	49
Block 6 – Reflection & Action	
19. The Sustainability Hot Seat	52
20. The Green Commitment Circle	53
Index	54



General Framework

These Exercises for Green Transition through Agritainment approach aim to support VET trainers, hospitality educators, and agritourism professionals in teaching sustainability principles through interactive group games. Unlike traditional lectures, these exercises use play-based learning and collective experiences to connect environmental responsibility with enjoyment, collaboration, and cultural exchange.

These exercises prepare trainers & professionals to:

- Integrate play-based sustainability education into their programs.
- Teach agritourism workers how to promote sustainable practices through engaging methods.
- Provide replicable game frameworks adaptable to different regions, products, and audiences.
- Ensure participants can translate environmental principles into practice while keeping learners motivated.

Learning Outcomes

After completing the exercises, VET trainers and agritourism workers will be able to:

- Design and deliver green transition-inspired group games.
- Adapt the games to local sustainable products and services.
- Use these games to train learners (hospitality students, farmworkers, etc.) effectively.

Target Groups

Primary:

- VET Trainers in agritourism, hospitality, and sustainable tourism
- Agritourism workers (farmers offering hospitality, eco-lodge managers, sustainable food producers) who act as trainers in their settings

Secondary (indirect beneficiaries):

- VET learners in tourism and hospitality
- Students in agricultural colleges or hospitality schools
- Visitors participating in sustainability workshops or farm tours

Requirements

This section is designed to be operational immediately, with minimal preparation for trainers.



- **Venue:** Classroom, workshop room, or farm hospitality space with chairs and tables.
- **Materials:**
 - A4 paper sheets
 - Flipcharts or a whiteboard (if available)
 - Markers and pens
 - Scissors and adhesive tape (optional, for templates)
- **Provided Templates:**

For any activity that requires cards, menus, checklists, or scoring sheets, this manual includes ready-to-print templates. Trainers can photocopy them before the session.
- **Group Size:** Exercises are designed for 8–15 participants but can be adapted.
- **Time per Exercise:** Between 30–90 minutes, depending on complexity.

Template Provision

For each exercise that needs specific materials, the manual includes:

- Printable Cards
- Blank and Example Menus
- Score Sheets / Evaluation Checklists
- Role Cards (for simulations or charades-type games)

This ensures that every trainer, even in resource-limited settings, can run the exercises without purchasing or designing extra materials.

How to Use This Resource

This resource is designed for VET Trainers and Agritourism Workers, but the final beneficiaries of these games will vary. The exercises can be delivered in:

- Classrooms, with VET learners preparing for agritourism or hospitality careers
- Workshops on farms or in hotels, for staff and seasonal workers
- Edutainment activities for visitors/customers, to raise awareness and appreciation for sustainability
- Etc.

Trainer's Role:

- First, learn and practice the game in a safe environment (with peers).
- Second, reflect on *why* the game works (attention, positive emotions, eco-learning).
- Third, adapt the exercise for your own learners or customers, using the provided templates and guidance.



Exercise 1: The Eco-Choice Challenge

Learning Outcome

To train VET trainers and agritourism workers in facilitating a decision-making game that helps learners understand the environmental impact of everyday choices in agritourism and hospitality.

Target Group

VET Trainers and Agritourism Workers (8–15 participants)

Requirements

- Classroom or workshop room with chairs/tables
- Printed Eco-Choice Cards (template provided below)
- Blank score sheets (template provided below)
- Pens

Step-by-Step Instructions for Trainers

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains the aim of the activity. <i>“We often make small choices in hospitality and agritourism that have big impacts on sustainability. This game helps us identify the greenest choices.”</i> Distribute score sheets.	10 min	Flipchart/whiteboard (optional), score sheets
2	Setup: Divide participants into 2–3 teams. Shuffle the Eco-Choice Deck and place it in the center.	5 min	Printed Eco-Choice Cards
3	Round 1 – Drawing Choices: Each team draws a card, reads it aloud, and decides together whether it is High Impact (3 pts), Medium Impact (2 pts), or Low Impact (1 pt) for sustainability. The trainer reveals the correct score using the answer key. Teams record results on the score sheet.	15 min	Eco-Choice Cards, Score Sheet
4	Round 2 – Justify Your Choice: After each decision, teams give a 30-second justification. Trainer uses prompts: <i>“What resources are affected?” “How would customers perceive this?”</i>	20 min	Score Sheet, Pens



Step	Instructions	Duration	Materials
5	Round 3 – Scenario Play: Each team draws 3 cards and builds a mini scenario (e.g., breakfast service, eco-tour). They present the most sustainable version.	20 min	Eco-Choice Cards
6	Debrief & Reflection: Trainer summarizes key lessons. Ask: “Which choices were hardest? How might you adapt this for your own learners/customers?” Participants note 1 way they will use the game.	10 min	Flipchart (optional)

Evaluation Methodology

- **Knowledge:** Teams correctly identify at least 70% of the “greenest choices.”
- **Critical Thinking:** Justifications link choices to environmental impacts.
- **Application:** Each trainer writes down one concrete adaptation of the game for their learners/customers.
- **Collaboration:** Peer feedback on persuasiveness of arguments.

Adaptation Guidance

- **For VET Learners:** Focus on workplace scenarios (hotel dining service, eco-tour planning).
- **For Agritourism Workers:** Use local products (farm produce, renewable practices).
- **For Customers/Visitors:** Simplify and run as an interactive eco-quiz during tours.

Eco-Choice Challenge – Team Score Sheet

[illegible]



Printable Template: Eco-Choice Cards

Please print and crop the cards.

Green Choices

Offer tap water in reusable glass jugs	Serve breakfast with local seasonal fruit	Provide recycling bins in guest rooms
Use cloth napkins instead of disposable ones	Offer farm tours that include eco-education	Compost kitchen waste
Use energy-efficient lighting	Encourage bike rentals for local exploration	Replace mini shampoo bottles with refillable dispensers
Print menus on recycled paper	Source cheese and dairy from local farms	Grow herbs for cooking on-site
Offer vegetarian options daily	Reuse greywater for irrigation	Train staff to explain eco-practices to visitors



● Less Green Choices

Provide plastic water bottles to every guest	Print menus in color on glossy paper	Source cheese from distant imports
Import fruit out of season	Use single-use toiletries	Buy all herbs from supermarkets
Offer no recycling facilities	Promote car rentals only	Serve only meat-based dishes
Use disposable plastic cutlery	Use incandescent bulbs	Waste water in decorative fountains
Run farm tours without mentioning sustainability	Throw away all food waste	Avoid discussing eco-practices with visitors



Exercise 2: The Green Hospitality Dilemma Game

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a role-based decision game where learners debate and choose the most sustainable hospitality solutions in common farm/hotel scenarios.

Target Group:

VET Trainers and Agritourism Workers (8–15 participants)

Requirements:

- Printed Dilemma Scenario Cards (template provided)
- Role badges (optional, template included)
- Pens and paper for notes

Step-by-Step Instructions for Trainers

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains that hospitality often involves making quick choices that affect sustainability. This game puts participants in roles (e.g., chef, farmer, hotel manager, tourist) to solve dilemmas together.	10 min	Flipchart/whiteboard (optional)
2	Setup: Divide participants into small groups (3–5). Distribute one Dilemma Scenario Card per group. Assign each participant a role using badges (e.g., Manager, Chef, Visitor).	5 min	Printed Scenario Cards, Role Badges
3	Discussion Round 1: Each group reads its dilemma. Members argue from their role's perspective to decide on the best course of action. Trainer encourages structured debate.	20 min	Scenario Cards, Pens
4	Presentation Round: Each group presents its decision to the plenary. They must explain both their chosen solution and why other options were less sustainable .	20 min	Flipchart (optional for notes)
5	Trainer Feedback: After each presentation, trainer highlights the sustainability strengths of the solution and points out any overlooked impacts.	15 min	None
6	Reflection & Adaptation: Participants write down how they would adapt this game for their own learners/customers (e.g., different dilemmas, simpler roles).	10 min	Reflection Sheets



Evaluation Methodology

- **Critical Thinking:** Teams justify why their solution is the most sustainable.
- **Role Understanding:** Each participant contributes from their role's perspective.
- **Sustainability Awareness:** Decisions align with green transition principles (local sourcing, waste reduction, energy efficiency).
- **Replicability:** Participants outline how to adapt at least one dilemma for their own teaching or workplace.

Adaptation Guidance

- **For VET Learners:** Use dilemmas based on real hospitality school scenarios (menus, housekeeping, catering).
- **For Agritourism Workers:** Focus dilemmas on daily farm practices (guest meals, waste disposal, local sourcing).
- **For Customers/Visitors:** Simplify into a "Would You Choose?" game with fewer roles and quick voting.



Printable Template: Dilemma Scenario Cards

Scenario 1: The Breakfast Buffet You manage a small eco-hotel. Guests expect variety, but much food ends up wasted. Options: A) Offer a full buffet with imported fruit and packaged items. B) Reduce variety, focusing on local seasonal products and smaller portions. C) Give guests a choice to pre-order meals the night before.	Scenario 2: The Farm Wedding A couple requests a wedding banquet at your agritourism farm. Options: A) Cater with imported delicacies to impress. B) Offer a local, seasonal menu showcasing farm produce. C) Mix both, but ensure leftovers are composted or donated.
Scenario 3: The Guest Toiletries You run a countryside guesthouse. Guests ask for free toiletries. Options: A) Provide mini plastic bottles for each guest. B) Install refillable dispensers with eco-friendly soap. C) Offer no toiletries, suggesting guests bring their own.	Scenario 4: The Farm Tour Transport You organize farm tours for tourists. Options: A) Use a small diesel bus to carry everyone. B) Encourage walking or cycling tours. C) Use an electric minivan but limit the number of tours.



Printable Template: Role Badges

Hotel Manager	Chef
Visitor/Guest	Local Farmer
Sustainability Officer	

Printable Template: Reflection Sheet

Green Hospitality Dilemma – Adaptation Plan

1. Which dilemma did your group solve?
2. What solution did you choose and why?
3. How would you adapt this game for your own learners/customers?
4. Which sustainability theme was most important today?



Exercise 3: The Carbon Footprint Line-Up

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a dynamic movement-based game that teaches learners about the environmental impact of different agritourism and hospitality practices.

Target Group:

VET Trainers and Agritourism Workers (8–20 participants)

Requirements:

- No printed materials required
- Optional: masking tape or rope to mark a line on the floor
- Pens and paper (only if teams want to take notes)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains the concept of “carbon footprint” in hospitality and agritourism. <i>“Every action we take has an environmental cost. Today we’ll explore which choices are heavier on the planet — and which are lighter.”</i>	10 min	None
2	Setup: Mark a long line on the floor (using tape, rope, or simply imagining one). One end represents High Impact (Not Sustainable) and the other represents Low Impact (Very Sustainable) .	5 min	Rope/tape (optional)
3	Round 1 – Trainer Statements: Trainer reads out a sustainability-related practice (examples below). Participants must position themselves along the line according to how sustainable they think the practice is.	20 min	None
4	Group Discussion: Once placed, ask 2–3 participants to explain why they chose their position. Encourage debate and allow people to move if persuaded.	15 min	None
5	Round 2 – Participant Proposals: Invite participants to propose their own agritourism/hospitality actions (e.g., “Using solar panels,” “Offering imported wine,” “Running daily tractor rides”). Others then position themselves on the line.	15 min	None
6	Debrief & Reflection: Trainer summarizes the biggest insights. Ask: <i>“Which actions surprised you? How can you adapt this game for your own learners/customers?”</i>	10 min	Flipchart (optional)

Sample Sustainability Practices for Round 1

- Offering bottled water in plastic vs. refillable jugs
- Serving imported tropical fruit vs. local seasonal fruit
- Using disposable cutlery vs. reusable plates



- Providing guided walking tours vs. bus tours
- Composting food waste vs. throwing it away
- Offering vegetarian menu options vs. meat-heavy menus
- Heating a guesthouse with renewable energy vs. fossil fuels

Evaluation Methodology

- **Engagement:** All participants actively move and take a stance.
- **Knowledge:** Participants correctly identify which practices are more/less sustainable (confirmed during debrief).
- **Critical Thinking:** Debates show understanding of environmental trade-offs.
- **Replicability:** Trainers describe at least one way they could use the game with their learners/customers.

Adaptation Guidance

- **For VET Learners:** Add more technical scenarios (e.g., energy use in kitchens, packaging choices for catering).
- **For Agritourism Workers:** Use examples directly from their farm operations.
- **For Customers/Visitors:** Keep scenarios simple and fun, focusing on visible choices (food, transport, recycling).

Exercise 4: The Sustainability Auction

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a simulation game where learners “bid” for the most valuable sustainable practices in hospitality and agritourism, learning to prioritize actions when resources are limited.

Target Group:

VET Trainers and Agritourism Workers (8–20 participants)

Requirements:

- No printed materials required (optional auction cards template can be used)
- Scrap paper or sticky notes for “bidding money”
- Pens

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>In real life, we can’t implement every eco-action at once due to budget, time, or resource limits. Today we’ll run an auction where you ‘buy’ sustainability measures — and see which ones you value most.</i> ”	10 min	Flipchart (optional)
2	Setup: Divide participants into teams of 3–4. Give each team the same amount of “eco-currency” (10–15 bidding notes). Explain the rules: teams will bid	5 min	Scrap paper/sticky



Step	Instructions	Duration	Materials
	on sustainable practices as if they were improvements for their farm/hotel.		notes for money
3	Auction Round 1: Trainer reads the first sustainability practice (see list below). Teams bid to “buy” the practice. Highest bid wins. Trainer records which team purchased which practice.	20 min	None
4	Auction Round 2: Continue with more practices. Encourage debate between teams: <i>“Why is this practice worth more to you than others?”</i>	15 min	None
5	Presentation Round: Each team presents its “portfolio” of purchased practices, explaining why they prioritized them. Trainer facilitates discussion of trade-offs.	20 min	Flipchart (optional)
6	Debrief & Reflection: Trainer highlights which practices consistently attracted high bids. Ask: <i>“What does this show about our sustainability priorities? How can this exercise teach our learners/customers to think critically about green choices?”</i>	10 min	None

Sample Sustainability Practices for Auction

- Installing solar panels for the guesthouse
- Composting all kitchen waste
- Replacing plastic bottles with refillable glass pitchers
- Offering daily vegetarian/vegan menu options
- Partnering with local farmers for produce
- Switching to eco-friendly cleaning products
- Reducing portion sizes to cut food waste
- Offering cycling/walking tours instead of car tours
- Using refillable dispensers instead of single-use toiletries
- Training staff to explain sustainability to visitors

Evaluation Methodology

- **Engagement:** All teams actively bid and explain reasoning.
- **Critical Thinking:** Teams demonstrate understanding of trade-offs in sustainability.
- **Prioritization Skills:** Portfolios show awareness of cost vs. impact.
- **Replicability:** Trainers identify at least one adaptation for their learners/customers.

Adaptation Guidance

- **For VET Learners:** Add “budget impact” values to each practice so learners must calculate trade-offs.
- **For Agritourism Workers:** Use real-life examples from their farms (e.g., drip irrigation, local honey partnerships).
- **For Customers/Visitors:** Run a light version as a “fun auction” during farm tours, letting guests bid on eco-actions they’d like to see.



Exercise 5: The Green Negotiation Table

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a role-play game where learners negotiate sustainability solutions among stakeholders with different interests in agritourism and hospitality.

Target Group:

VET Trainers and Agritourism Workers (8–15 participants)

Requirements:

- No special materials required
- Optional: printed **Role Briefs** (template provided below)
- Flipchart/whiteboard for notes

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>Sustainability often involves negotiating between different interests — farmers, guests, managers, and local authorities. Today we’ll simulate a negotiation to find the most balanced eco-friendly solution.</i> ”	10 min	Flipchart/whiteboard
2	Setup: Divide participants into groups of 4–5. Assign each participant a stakeholder role (Manager, Local Farmer, Guest, Sustainability Officer, Local Authority). Hand out role briefs or explain them verbally.	5 min	Role Briefs (printed or verbal)
3	Round 1 – Stakeholder Presentations: Each role explains its priorities regarding the sustainability issue (e.g., food sourcing, waste management, energy use).	15 min	Role Briefs
4	Round 2 – Negotiation: Groups negotiate to agree on a shared action plan that balances sustainability with economic and customer needs.	25 min	Flipchart for notes
5	Round 3 – Agreement Presentation: Each group presents their final agreement to the plenary. Trainer asks clarifying questions: “ <i>What compromises were made? What eco-benefits were achieved?</i> ”	20 min	Flipchart
6	Debrief & Reflection: Trainer leads discussion on the negotiation dynamics. Ask: “ <i>Which role was hardest to represent? How can we use this with our learners to</i> ”	10 min	None



Step	Instructions	Duration	Materials
	<i>show real-world challenges of sustainability?"</i>		

Sample Negotiation Scenarios

1. The Eco-Hotel Kitchen

A hotel wants to reduce its carbon footprint. Options include buying local produce, offering vegetarian menus, or investing in composting. Stakeholders must agree on 2 main actions.

2. Farm Tourism Expansion

An agritourism farm wants to add a visitor center. Options include eco-materials, renewable energy, or cutting costs with conventional materials.

3. Transport for Guests

A guesthouse must decide how to provide transport for farm tours: diesel minivan, bicycles, or an electric shuttle.

Evaluation Methodology

- **Engagement:** Each participant contributes from their role's perspective.
- **Negotiation Skills:** Groups reach a compromise reflecting both sustainability and practicality.
- **Awareness:** Final plans include at least 2 eco-friendly actions.
- **Replicability:** Trainers describe how they would adapt scenarios for their own learners/customers.

Adaptation Guidance

- **For VET Learners:** Assign roles linked to their future careers (chef, event planner, farmer, eco-guide).
- **For Agritourism Workers:** Use real farm-based issues (e.g., irrigation, waste from tourists, sourcing food).
- **For Customers/Visitors:** Simplify to a "group decision-making game" where tourists choose the eco-options they'd prefer in a visit.



Sample Role Briefs (Printable Template)

ROLE	Brief
Hotel Manager	Wants to attract eco-conscious guests but is concerned about costs.
Local Farmer	Wants to sell produce locally, needs fair prices
Guest	Wants comfort and convenience; not willing to sacrifice too much.
Sustainability Officer	Focused on maximizing eco-impact, even if costs rise.
Local Authority	Wants tourism growth but within environmental regulations.



Exercise 6: The Eco-Story Circle

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a storytelling game that helps learners internalize sustainability principles by creating short, engaging narratives.

Target Group:

VET Trainers and Agritourism Workers (8–20 participants)

Requirements:

- No printed materials required
- Optional: a few slips of paper with prompts (template provided)
- Chairs arranged in a circle

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>Storytelling is one of the oldest and most powerful tools for teaching. Today, we’ll build short eco-stories that visitors and learners will remember long after the lesson.</i> ”	10 min	None
2	Setup: Arrange chairs in a circle. Trainer gives the first participant an eco-story prompt (from the list below or improvised).	5 min	Optional: Prompt slips
3	Round 1 – Story Building: The first participant begins a story using the prompt (e.g., “On our farm, we discovered a way to…”). Each participant adds 2–3 sentences to continue the story, always linking to a sustainability idea.	20 min	None
4	Round 2 – Twist Challenge: Trainer occasionally interrupts with a “twist card” (e.g., “Suddenly, the guests refused the eco-menu!”). Participants must adapt the story creatively while keeping sustainability in focus.	20 min	Optional: Twist prompts
5	Presentation Round: After the story circle is complete, the group retells the final story together, reinforcing the eco-messages.	10 min	None
6	Debrief & Reflection: Trainer asks: “ <i>Which eco-principles came through most strongly? How could you use storytelling in your own teaching or with visitors?</i> ”	10 min	None



Evaluation Methodology

- **Creativity:** All participants contribute at least once to the eco-story.
- **Sustainability Focus:** Stories consistently include green transition themes.
- **Engagement:** Laughter, attention, and collaboration are evident.
- **Replicability:** Trainers identify how to adapt storytelling (e.g., for school groups, farm tourists, VET learners).

Adaptation Guidance

- **For VET Learners:** Use prompts linked to professional tasks (designing a menu, welcoming guests, organizing a farm event).
- **For Agritourism Workers:** Create stories based on real farm/hospitality challenges.
- **For Customers/Visitors:** Keep prompts simple and fun, focusing on concrete experiences (food, animals, energy, nature).



Optional Printable Slips

Sample Story Prompts

“On our farm, we discovered a way to reduce waste by...”
“The guests at our eco-hotel were surprised to find that...”
“One morning, the village decided to change how they used water...”
“Our chef created a dish that taught visitors about...”
“When we switched to solar panels, the guests reacted by...”

Sample Twist Prompts

“But then a tourist asked, <i>Why should I care about this?</i> ”
“A storm destroyed part of the garden — what did you do?”
“The children on the farm tour became bored. How did you re-engage them?”
“A competitor started offering unsustainable but cheaper options — how did you respond?”



Exercise 7: The Zero-Waste Relay

Learning Outcome:

To train VET trainers and agritourism workers in facilitating an active group game that shows how quick thinking and collaboration can reduce waste in hospitality and agritourism settings.

Target Group:

VET Trainers and Agritourism Workers (10–20 participants)

Requirements:

- A few sheets of paper and pens
- Optional: 3–4 everyday objects (plastic bottle, paper bag, fruit peel, etc.)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>Waste is a major issue in hospitality. Today, we’ll see how fast and creative you can be in turning waste into new opportunities.</i> ”	10 min	Flipchart
2	Setup: Split participants into 3–4 teams. Give each team 2–3 “waste objects” (real or written on slips of paper).	5 min	Waste props or slips
3	Round 1 – Brainstorm: Each team has 2 minutes to decide a way to reuse or reduce the waste item in an agritourism/hospitality context.	15 min	Props/slips, pens
4	Relay Round: Teams take turns presenting their solution in under 1 minute. Next team must not repeat previous ideas.	20 min	None
5	Challenge Round: Trainer introduces new waste types mid-game (e.g., “What about food scraps from the kitchen?”). Teams adapt quickly.	15 min	New slips
6	Debrief: Trainer highlights the creativity and practicality of ideas. Ask: “ <i>Which solutions could you realistically apply in your own work?</i> ”	10 min	Flipchart

Evaluation Methodology

- Teams generate **unique waste reduction ideas** (no repetitions).
- At least 70% of ideas link clearly to sustainability.
- Trainers note 2–3 methods to adapt for their own learners/customers.

Adaptation Guidance

- **For VET Learners:** Use common training school waste items (plastic cutlery, packaging).
- **For Agritourism Workers:** Use real farm/hotel waste examples.
- **For Customers/Visitors:** Make it playful — “What could YOU do with this banana peel?”



Exercise 8: The Green Menu Puzzle

Learning Outcome:

To train VET trainers and agritourism workers in guiding learners to balance sustainability, appeal, and cost when designing hospitality menus.

Target Group:

VET Trainers and Agritourism Workers (8–15 participants)

Requirements:

- Flipchart or A4 sheets
- Pens
- Optional: printed **Menu Item Slips** (template provided)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “Menus can encourage sustainable choices. Today you’ll build a menu under real-world constraints: customer appeal, budget, and sustainability.”	10 min	Flipchart
2	Setup: Divide into small groups. Give each group a blank sheet for their “menu” and a set of Menu Item Slips (optional).	5 min	Slips/sheets
3	Round 1 – Menu Creation: Groups design a 3-course menu (starter, main, dessert) featuring at least 2 sustainable choices.	20 min	Sheets, pens
4	Round 2 – Constraint Twist: Trainer introduces a constraint (e.g., budget cut, vegetarian group, shortage of imported products). Groups must adapt their menus.	20 min	Slips/sheets
5	Menu Presentations: Each group presents their final menu and explains the sustainability benefits.	15 min	None
6	Debrief: Trainer highlights the most innovative sustainable adaptations.	10 min	Flipchart

Evaluation Methodology

- Menus include at least **2 eco-friendly items**.
- Teams justify sustainability benefits clearly.
- Adaptations meet new constraints creatively.

Adaptation Guidance

- **For VET Learners:** Add nutritional and cost dimensions.
- **For Agritourism Workers:** Focus on their own farm’s produce.
- **For Customers/Visitors:** Run as a fun menu “vote” for the most eco-friendly dish.



Printable Template

Sample Menu Item Slips

- Local seasonal vegetable soup
- Imported strawberries in winter
- Farm-made goat cheese salad
- Beef steak with imported sauce
- Solar-oven baked bread
- Ice cream from local dairy
- Vegan lentil stew
- Bottled mineral water
- Tap water in glass pitchers



Exercise 9: The Green Challenge Quiz Show

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a sustainability quiz game that uses competition and speed to reinforce eco-knowledge.

Target Group:

VET Trainers and Agritourism Workers (10–20 participants)

Requirements:

- Whiteboard or flipchart
- Optional: printed question slips (template provided)
- Bell or buzzer (optional; can use clapping)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: <i>“Today we’ll test your green knowledge in a fun, fast-paced quiz. The goal is to recall sustainability facts quickly and correctly.”</i>	5 min	None
2	Setup: Divide into 2–3 teams. Decide how to signal answers (bell, clap, raising hand).	5 min	Bell/clap
3	Round 1 – Quick Questions: Trainer reads out a series of eco-questions. First team to signal answers. Correct = 1 point; incorrect = -1 point.	20 min	Question slips
4	Round 2 – Challenge Questions: Harder questions worth 2 points. Teams may discuss for 30 seconds before answering.	15 min	Question slips
5	Final Round – Green Lightning: Each team answers 5 rapid-fire questions. No discussion allowed.	15 min	Question slips
6	Debrief & Reflection: Trainer highlights correct answers and explains briefly why. Teams note down 1 fact they didn’t know before.	10 min	Flipchart

Evaluation Methodology

- Teams actively participate in all rounds.
- At least 70% of answers correct across all teams.
- Participants identify new eco-knowledge they gained.

Adaptation Guidance

- **For VET Learners:** Add more technical questions (energy, waste systems, EU eco-labels).
- **For Agritourism Workers:** Use local-specific questions (regional crops, recycling rules).
- **For Customers/Visitors:** Keep questions light and fun, focusing on visible eco-actions.

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Printable Template

Category 1: Easy (General Awareness)

(Designed for customers/visitors or younger learners)

1. What color is most often associated with eco-friendly practices?
2. True or False: Recycling reduces the need for new raw materials.
3. Which is more sustainable: a reusable glass bottle or a single-use plastic bottle?
4. What does “seasonal food” mean?
5. Name one benefit of staying in a local farm guesthouse instead of a large hotel chain.
6. Which uses less energy: turning off lights when leaving a room, or leaving them on?
7. What symbol is commonly used for eco-friendly tourism? (Leaf, Tree, Globe)
8. True or False: Composting can help reduce the amount of waste sent to landfills.
9. Which is better for the environment: cycling to a farm or driving a car?
10. What does the “Reduce, Reuse, Recycle” slogan encourage us to do first?



Printable Template

Category 2: Medium (Hospitality & Agritourism Focused)

(Designed for VET learners and agritourism workers)

1. What is the main benefit of a “farm-to-table” restaurant?
2. Which is more eco-friendly: serving bottled imported water or filtered tap water?
3. Name two sustainable alternatives to single-use toiletries in hotels.
4. Which energy source is renewable: coal, solar, or natural gas?
5. Why is offering vegetarian or vegan options more sustainable than only meat dishes?
6. True or False: Locally produced cheese usually has a lower carbon footprint than imported cheese.
7. Which farming method protects biodiversity better: monoculture or crop rotation?
8. What simple change in a hotel can save the most water: shorter showers, towel reuse, or new carpets?
9. Why are electric minibuses or bicycles better for farm tours than diesel buses?
10. Name one EU label or certification for eco-friendly hospitality services.



Printable Template

Category 3: Advanced (Trainer & Expert Level)

(Designed for VET trainers or advanced learners)

1. What is the approximate percentage of food waste generated by the hospitality sector in the EU each year? (A: Around 12–15%)
2. Define “greywater” and give one way it can be reused.
3. What is a carbon footprint, and how can agritourism reduce it?
4. Explain the environmental impact of importing out-of-season fruits compared to local seasonal produce.
5. What is the EU’s Green Deal objective for climate neutrality? (A: Net zero emissions by 2050)
6. Which uses more water: producing 1kg of beef or 1kg of lentils?
7. Why is renewable energy installation in agritourism both an ecological and a marketing advantage?
8. What is biodiversity, and why is it important for sustainable tourism?
9. Give one example of circular economy practice in agritourism.
10. Explain why eco-labeling (on menus or services) helps customers make better choices.



Exercise 10: The Sustainable Farm Day Simulation

Learning Outcome:

To train VET trainers and agritourism workers in guiding learners through a simulation where they plan and manage a “sustainable day” for visitors on a farm.

Target Group:

VET Trainers and Agritourism Workers (10–15 participants)

Requirements:

- Flipchart or whiteboard
- A4 paper and pens
- Printed **Scenario Slips** and **Twist Cards** (templates provided)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>Running a day for visitors in agritourism means juggling fun, comfort, and sustainability. Today you’ll simulate planning such a day.</i> ”	10 min	Flipchart
2	Setup: Divide participants into small groups. Each group receives a Farm Scenario Slip (e.g., vineyard, dairy farm, eco-lodge).	5 min	Scenario Slips
3	Round 1 – Planning: Groups design a program of 3–4 visitor activities for one day, including at least 2 eco-friendly elements.	25 min	Paper, pens
4	Round 2 – Presentations: Groups present their “Farm Day Program.”	20 min	Flipchart
5	Round 3 – Twist Challenge: Trainer gives each group a Twist Card (e.g., sudden rainstorm, food shortage). Groups adapt their plan in 10 minutes.	15 min	Twist Cards
6	Debrief & Reflection: Trainer asks: “ <i>What compromises were needed? Which sustainability actions were non-negotiable?</i> ”	10 min	Flipchart

Evaluation Methodology

- Plans include at least 2 eco-friendly activities.
- Groups adapt effectively to the twist challenges.
- Each trainer notes 1 adaptation idea for their learners/customers.

Adaptation Guidance

- **For VET Learners:** Add time constraints or visitor demographics (e.g., school group vs. retirees).



- **For Agritourism Workers:** Use real data (farm produce, visitor numbers, seasonal constraints).
- **For Customers/Visitors:** Simplify — let them “vote” on activities for the day.



Printable Materials

Scenario Slips

Vineyard Farm: Guests expect wine tasting and a sustainability lesson.

Dairy Farm: Families want cheese tasting and a tour of milking.

Eco-Lodge: Families staying overnight seek fun and eco-education.

Herb Farm: Visitors are interested in herbal teas and wellness.

Twist Cards

A storm damages part of the farm — adapt your activities.

Double the number of visitors arrive unexpectedly.

Half the planned menu items are unavailable.

Guests demand more entertainment than expected.



Exercise 11: The Green Budget Challenge

Learning Outcome:

To train VET trainers and agritourism workers in prioritizing sustainability investments when resources are limited.

Target Group:

VET Trainers and Agritourism Workers (8–15 participants)

Requirements:

- Printed **Budget Sheets** (template provided)
- Pens
- Optional: “eco-coins” (paper slips or tokens)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>We all want to do everything for sustainability — but budgets are limited. Today you’ll invest wisely.</i> ”	10 min	Flipchart
2	Setup: Divide into teams. Give each team a Budget Sheet and 100 eco-coins.	5 min	Budget Sheets, eco-coins
3	Round 1 – Spending: Teams choose eco-actions from the sheet until their budget is used. They must pick at least 3 actions.	20 min	Budget Sheets
4	Round 2 – Justification: Teams present their choices and explain why.	20 min	Flipchart
5	Round 3 – Budget Cut: Trainer announces a 20% budget cut. Teams must revise their plan.	15 min	Budget Sheets
6	Debrief: Trainer highlights most creative/impactful investments.	10 min	Flipchart

Evaluation Methodology

- Teams balance cost and eco-impact.
- Presentations show clear sustainability reasoning.
- Adapted plans fit within new budget.

Adaptation Guidance

- **For VET Learners:** Add ROI (return on investment) values for realism.
- **For Agritourism Workers:** Use actual local farm costs.
- **For Customers/Visitors:** Run a simplified version as a “Which eco-action would you fund?” poll.



Printable Materials

Budget Sheet

Eco-Action	Cost (Eco-Coins)	Benefit
Solar panels	40	Energy savings & eco-marketing
Composting system	20	Waste reduction, education
Bike rentals	30	Low-carbon guest transport
Local produce sourcing	25	Supports local economy
Eco-cleaning products	15	Cuts chemical pollution
Eco-awareness workshops	20	Visitor education
LED lighting	10	Quick energy savings



Exercise 12: The Eco-Escape Challenge

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a puzzle-based challenge that reinforces sustainability knowledge.

Target Group:

VET Trainers and Agritourism Workers (10–20 participants)

Requirements:

- Printed **Clue Sheets** (template provided)
- Pens

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: <i>“You’re locked in a challenge. Only solving eco-puzzles will get you out — and teach you how sustainability saves the day.”</i>	10 min	None
2	Setup: Split participants into teams. Give each team Clue 1. Correct answer unlocks Clue 2, and so on.	5 min	Clue Sheets
3	Puzzle Round 1 – Matching: Match eco-practices with their benefits.	15 min	Clue Sheet 1
4	Puzzle Round 2 – Unscramble: Unscramble eco-words.	15 min	Clue Sheet 2
5	Final Puzzle – Riddle: Solve a sustainability riddle to “escape.”	10 min	Clue Sheet 3
6	Debrief: Trainer discusses answers and links them to real-world practices.	10 min	Flipchart

Evaluation Methodology

- Teams solve all puzzles within time.
- Correct answers demonstrate understanding of sustainability.
- Trainers adapt at least 1 puzzle for their own learners/customers.

Adaptation Guidance

- **For VET Learners:** Add more technical clues (energy units, EU eco-labels).
- **For Agritourism Workers:** Use puzzles based on local farm or hospitality practices.
- **For Customers/Visitors:** Simplify clues into riddles and fun questions.



Printable Materials

Clue Sheet 1 – Match the Practice to the Benefit

- Composting Cuts CO₂ emissions
- LED lighting Reduces food miles
- Bike rentals Reduces landfill waste
- Local produce Saves energy

Clue Sheet 2 – Unscramble the Words

- NERWABEEL
- YNEGRE
- OMCPOST
- ERUOT

Clue Sheet 3 – Final Riddle

“I save you money and the planet,

I’m invisible but always there.

Without me, bills would rise.

What am I?”



Printable Materials

Answers

Clue Sheet 1 – Match the Practice to the Benefit

- Composting → Reduces landfill waste
- LED lighting → Saves energy
- Bike rentals → Cuts CO₂ emissions
- Local produce → Reduces food miles

Clue Sheet 2 – Unscramble the Words

- NERWABEEL → RENEWABLE
- YNEGRE → ENERGY
- OMCPOST → COMPOST
- ERUOT → TOUR

Clue Sheet 3 – Final Riddle

“I save you money and the planet,

I’m invisible but always there.

Without me, bills would rise.

What am I?”

→ Energy efficiency



Exercise 13: The Eco-Pitch Challenge

Learning Outcome:

To train VET trainers and agritourism workers in guiding learners to create and deliver short, persuasive pitches promoting sustainable hospitality or agritourism practices.

Target Group:

VET Trainers and Agritourism Workers (8–15 participants)

Requirements:

- Flipchart or A4 sheets
- Pens
- Printable **Pitch Prompt Cards** (template provided)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: <i>“To promote sustainability, we must sell the idea — not just the product. Today, you’ll practice eco-pitches to persuade an audience.”</i>	10 min	Flipchart
2	Setup: Divide into teams of 2–3. Give each team a Pitch Prompt Card (e.g., eco-menu, zero-waste policy).	5 min	Prompt Cards
3	Round 1 – Preparation: Teams have 15 minutes to prepare a 1-minute pitch. They must explain what it is, why it’s sustainable, and why customers should care.	15 min	Paper, pens
4	Round 2 – Pitches: Each team delivers its pitch. Trainer times and records.	20 min	None
5	Round 3 – Feedback & Voting: Audience votes on the most persuasive eco-pitch. Trainer provides constructive feedback.	20 min	Flipchart
6	Debrief & Reflection: Trainer asks: <i>“What strategies made the pitches convincing? How could you adapt this with learners or visitors?”</i>	10 min	None

Evaluation Methodology

- Pitches include at least 2 sustainability benefits.
- Teams stay within time limit.
- Audience feedback identifies persuasiveness.

Adaptation Guidance

- **For VET Learners:** Add scoring for structure, clarity, and eco-impact.
- **For Agritourism Workers:** Use real farm/hotel practices.
- **For Customers/Visitors:** Simplify into a fun “elevator pitch” activity with applause voting.



Printable Materials

Pitch Prompt Cards

Convince tourists to try your vegetarian farm-to-table dish.
Persuade guests to use bicycles instead of cars for farm tours.
Promote a stay in your eco-lodge powered by solar panels.
Encourage customers to attend your composting workshop.
Present your new refillable toiletry program to eco-conscious guests.



Exercise 14: The Green Service Roleplay

Learning Outcome:

To train VET trainers and agritourism workers in facilitating roleplays that teach learners how to communicate sustainability directly to guests/customers.

Target Group:

VET Trainers and Agritourism Workers (10–20 participants)

Requirements:

- Chairs arranged in pairs or small groups
- Printable **Role Cards** and **Guest Questions Cards** (templates provided)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: <i>“Hospitality workers often need to explain eco-practices to guests in simple, engaging ways. Today we’ll roleplay those situations.”</i>	10 min	Flipchart
2	Setup: Pair participants. One acts as staff (farmer, waiter, guide), the other as guest . Give each pair a Role Card for staff and a Question Card for the guest.	5 min	Role & Question Cards
3	Round 1 – Roleplay: Guests ask their questions. Staff must answer clearly and persuasively, linking to sustainability.	20 min	Cards
4	Round 2 – Switch Roles: Swap roles and replay with new cards.	20 min	Cards
5	Feedback Session: Trainer leads a group reflection: <i>“Which answers sounded convincing? Which could be improved?”</i>	15 min	Flipchart
6	Debrief: Trainer summarizes effective communication techniques (clarity, positivity, emotional appeal).	10 min	None

Evaluation Methodology

- Staff answers include clear sustainability benefits.
- Guests understand the eco-message.
- Trainers note at least 1 communication strategy for replication.

Adaptation Guidance

- **For VET Learners:** Add formal grading for body language and persuasion.
- **For Agritourism Workers:** Use real guest FAQs.
- **For Customers/Visitors:** Run a light version where kids/visitors ask fun eco-questions.



Printable Materials

Role Cards (Staff)

Farmer offering seasonal tastings
Waiter promoting vegetarian options
Eco-guide explaining solar-powered facilities
Hotel receptionist explaining towel reuse policy

Guest Question Cards

“Why should I eat vegetarian if I want meat?”	“Is your tap water safe to drink?”
“Why don’t you give us free plastic bottles?”	“What makes your farm eco-friendly compared to others?”



Exercise 15: The Sustainability Jigsaw

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a collaborative game where learners build a “jigsaw” of sustainability principles, reinforcing how different actions connect.

Target Group:

VET Trainers and Agritourism Workers (8–15 participants)

Requirements:

- Printed **Jigsaw Pieces** (template provided)
- Scissors and tape (for assembly)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>Sustainability is like a puzzle — every piece matters. Today, you’ll build a jigsaw to see how eco-actions connect.</i> ”	10 min	Flipchart
2	Setup: Distribute shuffled Jigsaw Pieces to participants. Each piece has a sustainability action or benefit written on it.	5 min	Jigsaw Pieces
3	Round 1 – Assembly: Teams work together to connect pieces by matching actions with benefits (e.g., “Bike Rentals → Lower Carbon Emissions”).	20 min	Pieces
4	Round 2 – Missing Pieces: Trainer withholds 3–4 key pieces. Teams must guess the missing links (e.g., “Solar panels → ?”).	15 min	Pieces
5	Round 3 – Group Discussion: Completed jigsaw is displayed. Trainer highlights how each piece contributes to the sustainability whole.	15 min	Flipchart
6	Debrief & Reflection: Participants reflect: “ <i>Which link surprised you most? How can you adapt this activity for your learners/customers?</i> ”	10 min	None

Evaluation Methodology

- Teams correctly match most actions with benefits.
- Missing links are logically filled.
- Trainers describe at least 1 adaptation for their context.

Adaptation Guidance

- **For VET Learners:** Use complex eco-actions (carbon offsets, EU eco-labels).
- **For Agritourism Workers:** Focus on local farm practices.
- **For Customers/Visitors:** Use simplified pairs with images for visual appeal.

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Printable Materials

Sample Jigsaw Pieces

Pieces must be cut and participants must tape them together in pairs.

Actions

Composting	LED Lighting	Bike Rentals	Local Produce
Vegetarian Menu	Solar Panels	Towel Reuse	Eco-Cleaning Products

Benefits

Less landfill waste	Energy savings	Lower carbon emissions	Lower water use
Reduced food miles	Renewable energy	Guest awareness	Cleaner environment



Exercise 16: The Eco-Scavenger Hunt

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a scavenger hunt that teaches learners to identify sustainable practices, materials, or symbols in their environment.

Target Group:

VET Trainers and Agritourism Workers (10–20 participants)

Requirements:

- Outdoor or large indoor area
- Printed Scavenger Hunt Clue Cards (template provided)
- Pens and score sheets

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: <i>“You’ll work in teams to find eco-items and practices around you. The goal is to see sustainability where others may miss it.”</i>	10 min	Flipchart
2	Setup: Divide participants into 3–4 teams. Give each a set of Scavenger Hunt Clue Cards and a Score Sheet.	5 min	Clue Cards, Score Sheets
3	Round 1 – Hunt: Teams search the venue/farm area for items or practices matching their clue cards.	20 min	Clue Cards
4	Round 2 – Reporting: Teams report back with their findings and show evidence (photos, descriptions, or verbal proof).	20 min	Score Sheets
5	Bonus Challenge: Trainer announces a final “hidden eco-challenge” (e.g., “Name one change that would make this place more sustainable”).	10 min	None
6	Debrief & Reflection: Trainer highlights discoveries and links them to real hospitality practices.	10 min	Flipchart

Evaluation Methodology

- Teams find at least 70% of items.
- Bonus challenge produces creative ideas.
- Trainers note how they’d adapt hunts for their context.

Adaptation Guidance

- **For VET Learners:** Use clues tied to technical hospitality items (energy meters, recycling bins).
- **For Agritourism Workers:** Use farm-based clues (compost, irrigation systems, local food storage).
- **For Customers/Visitors:** Simplify clues into family-friendly categories (find something green, find a recycling sign).



Printable Materials

Sample Scavenger Hunt Clue Cards

Find a place where waste is reduced.
Find evidence of renewable energy use.
Find a way guests are encouraged to save water.
Find a local product on offer.
Find something that reduces plastic use.
Find an educational sign about nature or sustainability.

Score Sheet Template

Clue	Answer/Evidence	Points Awarded
Example: Waste reduction	Compost bin near kitchen	✓



Exercise 17: The Green Crisis Team Challenge

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a cooperative problem-solving game where learners handle simulated eco-crises in hospitality/agritourism.

Target Group:

VET Trainers and Agritourism Workers (8–15 participants)

Requirements:

- Printed **Crisis Scenario Cards** (template provided)
- Flipchart or A4 sheets for group notes

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>Sustainability sometimes means handling sudden challenges. You’ll work as a crisis team to solve eco-problems quickly.</i> ”	10 min	Flipchart
2	Setup: Divide into small groups. Each group receives a Crisis Scenario Card.	5 min	Scenario Cards
3	Round 1 – Crisis Response: Groups have 15 minutes to come up with an action plan.	15 min	Paper, pens
4	Round 2 – Presentation: Each group presents its crisis plan.	20 min	Flipchart
5	Round 3 – Peer Review: Other groups ask questions and challenge decisions.	15 min	None
6	Debrief & Reflection: Trainer discusses which strategies were most effective.	10 min	Flipchart

Evaluation Methodology

- Plans include at least 2 clear eco-actions.
- Teams respond creatively under time pressure.
- Trainers identify how to replicate scenario training in their context.

Adaptation Guidance

- **For VET Learners:** Include realistic business crises (supply shortages, energy price spikes).
- **For Agritourism Workers:** Focus on farm-specific issues (crop failure, water scarcity).
- **For Customers/Visitors:** Simplify into a “What Would You Do?” discussion.



Printable Materials

Sample Crisis Scenario Cards

Heavy rain floods your eco-farm right before a large visitor group arrives.	Your eco-lodge runs out of local produce for tonight's dinner.
A group of guests complains about the lack of bottled water.	Power outage hits your farm during an eco-event.
A bus of unexpected visitors arrives with no reservation.	



Exercise 18: The Eco-Chain Reaction

Learning Outcome:

To train VET trainers and agritourism workers in showing learners how small sustainable actions link together to create larger environmental impact.

Target Group:

VET Trainers and Agritourism Workers (8–20 participants)

Requirements:

- Printed **Eco-Action Cards** (template provided)
- String or tape (optional, for linking cards on the wall/floor)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: <i>“Every eco-action creates a ripple effect. Today you’ll build a chain reaction showing how our choices connect.”</i>	10 min	Flipchart
2	Setup: Distribute Eco-Action Cards randomly among participants.	5 min	Eco-Action Cards
3	Round 1 – Building the Chain: First participant places their card and explains its eco-impact. Next person links their card logically (e.g., “Composting → Less landfill waste → Fertile soil”).	20 min	Cards
4	Round 2 – Gaps: Trainer introduces “Gap Cards” where participants must invent a missing link (e.g., “? → Less CO ₂ emissions”).	15 min	Gap Cards
5	Final Round: Display the full chain. Trainer reviews how small actions connect.	15 min	String/tape
6	Debrief & Reflection: Ask: <i>“Which links surprised you? How could this be adapted for your learners/customers?”</i>	10 min	None

Evaluation Methodology

- Full chain shows logical sustainability links.
- Gap Cards are filled with creative, accurate answers.
- Trainers note 1 way to adapt this activity.

Adaptation Guidance

- **For VET Learners:** Use advanced eco-actions (carbon credits, renewable certificates).
- **For Agritourism Workers:** Focus on local farm-to-guest links.
- **For Customers/Visitors:** Use images/icons instead of text for easy understanding.



Printable Materials

Eco-Action Cards

Composting	Less landfill waste
LED lighting	Lower energy use
Bike rentals	Fewer car trips
Local produce	Lower food miles
Vegetarian menu	Less CO₂ emissions
Solar panels	Renewable energy source
Towel reuse policy	Less water used
Eco-cleaning products	Less chemical waste

Gap Cards

Reduced plastic waste
Increased biodiversity
Guest eco-awareness



Printable Materials

Answers

Eco-Action Cards

- Composting → Less landfill waste
- LED lighting → Lower energy use
- Bike rentals → Fewer car trips
- Local produce → Lower food miles
- Vegetarian menu → Less CO₂ emissions
- Solar panels → Renewable energy source
- Towel reuse policy → Less water used
- Eco-cleaning products → Less chemical waste



Exercise 19: The Sustainability Hot Seat

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a fast-paced Q&A game that reinforces eco-knowledge and develops confidence in responding to questions about sustainability.

Target Group:

VET Trainers and Agritourism Workers (8–15 participants)

Requirements:

- None (optional: a chair designated as the “Hot Seat”)

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>Hospitality workers often face unexpected eco-questions from guests. This game will prepare you to answer quickly and confidently.</i> ”	10 min	None
2	Setup: Place a chair as the “Hot Seat.” One participant volunteers or is chosen to sit in it. Others prepare sustainability-related questions.	5 min	None
3	Round 1 – Quick Fire: For 5 minutes, group members fire short sustainability questions (e.g., “Why should we eat local food?”). The person in the Hot Seat answers as fast as possible.	15 min	None
4	Round 2 – Challenge Round: The trainer or peers ask trickier questions (e.g., “Is organic always better?”). Hot Seat answers must be clear and persuasive.	20 min	None
5	Role Rotation: Another participant takes the Hot Seat until everyone has had a turn.	15 min	None
6	Debrief & Reflection: Trainer highlights effective answering strategies (clarity, honesty, positive framing).	10 min	None

Evaluation Methodology

- Participants answer at least 3 questions in the Hot Seat.
- Answers include accurate eco-principles and persuasive reasoning.
- Trainers identify strategies learners can use in real guest interactions.

Adaptation Guidance

- **For VET Learners:** Add grading (clarity, correctness, confidence).
- **For Agritourism Workers:** Focus on FAQs from real guests.
- **For Customers/Visitors:** Run a lighter version as a fun “Ask the Farmer” session.



Exercise 20: The Green Commitment Circle

Learning Outcome:

To train VET trainers and agritourism workers in facilitating a reflective, collaborative activity where learners commit to real sustainable actions.

Target Group:

VET Trainers and Agritourism Workers (8–20 participants)

Requirements:

- None

Step-by-Step Instructions

Step	Instructions	Duration	Materials
1	Introduction: Trainer explains: “ <i>Sustainability becomes real when we commit to action. In this circle, you’ll make your personal green promise.</i> ”	10 min	None
2	Setup: Arrange participants in a circle. Trainer explains the rules: each person will share one sustainability action they commit to in their training or workplace.	5 min	None
3	Round 1 – Sharing Commitments: Each participant takes a turn: “ <i>I commit to...</i> ”. Trainer notes themes on a flipchart if available.	20 min	None
4	Round 2 – Pair Exchange: Participants pair up and briefly discuss how they’ll achieve their commitments.	15 min	None
5	Round 3 – Group Reflection: Volunteers share inspiring commitments from their partners.	15 min	None
6	Closing: Trainer invites a group applause for all commitments and reminds participants: “ <i>Every small action is part of the bigger transition.</i> ”	10 min	None

Evaluation Methodology

- All participants share a commitment.
- Commitments are specific, realistic, and sustainability-focused.
- Trainers reflect on how to follow up with learners in their own settings.

Adaptation Guidance

- **For VET Learners:** Ask for commitments related to their future careers (e.g., designing eco-friendly menus).
- **For Agritourism Workers:** Encourage commitments tied to their farms (e.g., reducing single-use plastics).
- **For Customers/Visitors:** Use as a closing circle in eco-tours, letting guests pledge one action at home.



Index of the 20 Exercises

Block 1 – Interactive Foundations

1. The Eco-Choice Challenge – Memory & decision-making with printed cards
2. Eco-Charades – Acting out sustainable practices
3. The Carbon Footprint Line-Up – Movement-based sustainability ranking
4. The Sustainability Auction – Bidding for eco-actions
5. The Green Negotiation Table – Roleplay stakeholder negotiations
6. The Eco-Story Circle – Collaborative storytelling with eco-twists

Block 2 – Team Creativity & Knowledge

7. The Zero-Waste Relay – Quick creative ideas for reducing waste
8. The Green Menu Puzzle – Designing sustainable menus under constraints
9. The Green Challenge Quiz Show – Competitive sustainability quiz

Block 3 – Simulations & Puzzles

10. The Sustainable Farm Day Simulation – Planning a visitor program with scenario slips
11. The Green Budget Challenge – Prioritizing eco-investments with budget sheets
12. The Eco-Escape Challenge – Puzzle-solving “escape game” with clues

Block 4 – Customer Engagement & Roleplay

13. The Eco-Pitch Challenge – Delivering persuasive sustainability pitches
14. The Green Service Roleplay – Handling guest eco-questions
15. The Sustainability Jigsaw – Matching eco-actions with benefits

Block 5 – Adventure & Cooperative Challenges

16. The Eco-Scavenger Hunt – Finding sustainability clues in real environments
17. The Green Crisis Team Challenge – Solving eco-crises in hospitality
18. The Eco-Chain Reaction – Linking eco-actions into a cause-effect chain

Block 6 – Reflection & Action

19. The Sustainability Hot Seat – Quick-fire eco Q&A in the “hot seat”
20. The Green Commitment Circle – Group pledges for sustainable actions