

CLASS INSTRUCTIONS

(Advanced scenario)

Who:

1. Facilitators, simulation management team
2. Seven groups of participants
3. Seven observers

1. The participants will be divided into **seven teams** representing groups that are involved in the bee and pesticides conflict: Beekeepers Association, Organic Farmers, Big Farmers Association, Traders of Pesticides, Journalists (representing general public), Ministry of Agriculture, Ministry of Environmental Protection and Regional Development.

Observers, one for each team, that during the simulation serve as the eyes and ears of the participants during the process and as discussion leaders after it is completed, may also be appointed.

The whole process is overviewed by the **simulation management team**.

2. For this learning experience to be of greatest benefit, you should try to behave as you believe the group that you are representing would usually behave, not as you think they should behave.

3. Do not add any "facts". As in real life situations, there are things which you will not know. The facts which you do have are sufficient to successfully conclude the negotiations.

4. You will first **meet as a team** to decide on your objectives, plan your strategy for the exercise and decide the roles your team members will play. Before a team may begin negotiations, they should complete the "General strategy" provided. The observers may request a copy as a prerequisite to beginning negotiations. While you **negotiate with other teams**, it is your task to seek to establish **coalitions** with other groups. Each group prepares a public statement about their position and presents them during a **press conference**. After the press conference, groups have time to revise their statements. The simulation ends with a **roundtable discussion**, where all the groups need to agree on a joint final solution.

5. During the first **in-group discussion**, the groups discuss their attitude and the importance of the following aspects (0–5): Food quality and safety; Innovation, R&D (alternative pesticides); Environmental goals (bee preservation); Food security (availability of reasonably priced food); Economy (industry profit and state budget, job market); Biodiversity. Groups also decide which aspects they can be a bit flexible about, and where their "red lines" are. Based on the importance of the various criteria, groups can formulate their positions and work around them, trying to find coalitions.

6. All **negotiations** or other contacts between teams must be accomplished by one representative of one team talking with one representative of another. It need not always be the same person, as long as the one-on-one relationship occurs. Representatives of more than two teams may meet so long as no more than one member of any team is present at such a meeting.

7. Each group has a certain level of **political influence points** at the beginning. The initial amount of political influence points is given by the simulation management team at the beginning of the simulation. To get more political influence points during the simulation, coalitions with other groups could be developed. For each established coalition, the groups receive one additional point of political influence. Before forming a coalition, the coalition partners agree on how they will cooperate.

8. Each group, at the beginning of simulation, has **reputation points**, except for journalists. Journalists are the group that has the right to decide about the increase or decrease of reputation of all other groups. Journalists have points at the beginning that they can give to other groups after the press conference. Journalists must develop criteria for giving the points to other groups.

9. In case any questions arise related to the simulation exercise, the groups must report it to the simulation management team.

