

### Technology's description

The educational suitcase "Chèvrefeuille" is a tool of raising awareness to the sustainable development which is inspired by a concrete experience of forest management in the Moroccan High Atlas. It consists of a **collaborative board game having for basis a reasoned forest management.**

In a small valley, several families try to manage the everyday life as much as they can by caring of the flocks which assure their survival (milk, meat ...) by feeding them with tree leaves as rummage (the dimorphous ash tree), a local species which is also a resource of firewood and construction material. To win, the participants have to find (individually or collectively) answer to the following question: "How to feed and grow the flock, while protecting durably the capital of food which represents the trees of the game?" "Chèvrefeuille" broach themes like scientific researches about the environment and nature interactions relations, as more general themes giving the player the ability of a wider educational exploitation of the nature, the forest, the traditional companies (societies), etc..

### Advantages

- Transverse educational themes: geography, projection and anticipation, cooperation, calculation
- Sensitization to the sustainable development scientifically true
- Game designed by scientists and game experts
- Target every public from 8 years
- 2 available complexity levels

### Applications

- Pedagogy
- Sustainable development sensitization

### Intellectual property

Copyright

### Development level

Technology demonstrated in relevant environment



### Technology transfer

- Edition and distribution of the educational suitcase



Source : IRD