**Structure and Dynamics of the BELville Workshop**

Gathered around a large installation representing a small town with a few buildings, students are tasked with developing it. Short animated films present dilemmas: “At this location in the center of BELville, would you like to place a tree-lined park or a square that can accommodate a basketball court and terraces?” Students discuss in small groups and guided by a BELvue facilitator, and then make a collective decision. They place the chosen element in their town. Depending on their decision, three parameters evolve: budget, well-being, and climate.

The game’s dynamics mobilise different and complementary skills present in a group: expressing opinions, listening to other points of view, and arguing respectfully. More creative profiles are utilised in the personalisation of the town itself, by assembling buildings or giving them the shape of their choice.

Several exercises are implemented to avoid decision-making by voting. This way, there are no opposing camps. Decisions are made collectively, and the group moves forward together in one direction.

Some questions are more specific: should we accept high-voltage power lines? Do we prefer a charging station for electric cars or an electric bus station? Do we accept the construction of a port that can accommodate cruise ships? Students are then divided into expert committees. They make their decision after working with various sources: scientific study results, media articles, but also reactions and comments from social networks.

Another unique aspect of BELville is that it pushes students to project themselves into the future. Dilemmas are presented with time jumps: 10 years later, then another 5 years later. The group also receives “news alerts”: heavy rainfall or a heatwave hits the entire country… Will these events impact BELville?

At three points during the workshop, questions focus on personal decisions: you need to go to Berlin, do you take the plane or the night train? Do you buy your new trousers online or at the second-hand shop in the city center? Do you choose a vegetarian box or one with meat? Each student must then make an individual decision. The majority choice influences the parameters. These steps show students that collective decisions are not the only ones that have an impact; the sum of individual decisions also matters.

At the end of the workshop, an assessment is made based on the three parameters. Is BELville a pleasant place to live? Have recent climate disasters caused damage? How are the town’s finances? This assessment is discussed with the students. They are invited to give their opinions and feedback on the workshop and the topics covered.

**Practical Information**

* BELville, a workshop on climate citizenship.
* For 2nd and 3rd grade secondary school classes, all orientations combined, starting October 2024.
* The workshop takes place at the BELvue Museum in Brussels. It is led by a BELvue facilitator.
* Duration: 3 hours
* Minimum 12, maximum 24 students
* Starting early October, on fixed dates during the school year
* Free of charge
* Information and reservations: <https://www.belvue.be/fr/activities/belville>

BELville was developed by the BELvue educational service, at the initiative of the ‘Democracy’ and ‘Climate, Environment, and Biodiversity’ programmes of the King Baudouin Foundation. The creation of the game was entrusted to Pièce Montée.