**Community Debriefing Guide**

*Facilitator ask a volunteer who played the game to explain briefly to the larger group what the game was about and how it went (5 minutes)*

***What are your main key takeaways from the game? (Discuss what were the messages in the game that they found to be most important – first impressions).***

***Who would like to share with the larger group any interesting playing patterns that you may have observed?***

***To what extent do you believe the dynamics of the game and behavior of players mimic real-life situations in the community?***

***What did you talk about during the discussions in between rounds during the game?***

***What do you think is the importance of communication in this game? How do you relate it to community rangeland fences in your real life?***

***In the game you used a shared reserve that your community maintains for grazing and forage reserve during the drier seasons. More time you spend travelling away with your animals to graze them or to prepare forage that can be used exclusively by your household means less time for preparing forage that will be shared by your community during dry periods. What can we do with this information? How would we take action to improve rangeland governance for everyone in the community? (discuss various ideas that the community may come up with – examples include institutional rules, sanctions, land restoration to improve grassland, etc.),***

**If you wanted to, would you be able to discuss and implement new ways of managing rangeland here as a community? What would enable you to do that? What challenges would disable you from doing that?**

***What part of the game did you enjoy?***

***What improvements/changes would you suggest to the game?***

***Where do you see your community at in 5 years in terms of the importance of pastoralism? And can you tell us why?***