





METHODOLOGY M 13	<h1>How to make an IPM card game</h1>
	Build tools

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WHAT IS	<p>An IPM card game is essentially a tool designed to introduce farmers, advisers or others to IPM and the theory behind it. The card game consists of two types of cards:</p> <ol style="list-style-type: none"> 1. Case cards, typically a crop protection issue/problem in the region 2. Cards with potential solutions. Each solution card contains one of the central IPM measures (for example, crop rotation, decision support systems, weed maps, mechanical weed control etc.). <p>The cases are examples of problems which are very hard or maybe even impossible to control with chemicals. An example could be the problems with resistant Black grass (<i>Alopecurus myosuroides</i>) in the UK. The more local the problems are, the more interest the participants will pay to the solutions.</p>
WHY	<p>Using the card game motivates participants to be more actively involved in the consideration and evaluation of IPM-based crop protection. Furthermore it opens up possibilities for the introduction of new options and the discussion of personal experiences.</p> <p>The card game is played by sub-groups of three to five. This motivates each group member to actively participate with their comments, personal experiences and other inputs to the discussions.</p>
HOW	<p>The game is played in 5 steps:</p> <ol style="list-style-type: none"> 1. Divide the participants in groups of three to five people 2. Give each group a case and a set of solution cards 3. Ask the groups to identify, discuss and prioritise the three solutions they believe are the best to solve the problem 4. One participant from each sub-group summarises the solutions from the sub-group 5. The course leader summarises the solutions of the sub-groups, generates discussion on the outcomes and gives professional feedback to the participants. <p>It may be an advantage to give the same case to several groups, as different solutions may emerge and provide an interesting basis for discussion. Here is a minimised example of a case and a solution card:</p>

	 <p>Danish Agricultural Advisory Service</p> <p><u>Case:</u> "After 15 years of primarily winter wheat in the same fields, black grass (<i>Alopecurus myosuroides</i>) has become a big problem. The soil type is clay. What will you have to do to solve this problem?"</p> 	 <p>Danish Agricultural Advisory Service</p> <p><u>Solution:</u> Crop rotation</p> <ul style="list-style-type: none"> • Amount of spring crops • Amount of winter crops • Other crops? 
<p>SOURCES</p>	<p>Find more information about the game (including cards and cases) in the ENDURE Information Centre: Measures > Training material: http://www.endureinformationcentre.eu</p>	