

## FEEDBACK FOR THE QUEST

### 6-10 yr olds:

**"The best game ever"** Jordan, aged 9, 2009 Transition Conference Training day Battersea (adults & children)

**"An Ipod - We definitely don't be needing that!"** Samadhi, aged 10. (5<sup>th</sup> December 2010, Glasgow)

**"I'd like to play again"** Lily aged 6 (Oct 2009, Totnes)

**"I loved playing the game" "It was very interesting"**

Most memorable moments:

**"When Stephanie told us the fairy tale"**

**"When the monsters appeared"**

**"When we described our problems"**

*10 -12 year old Russian students of English (April 2012, Totnes)*

### 11-16 yr olds

In the Quest I learnt:

**"about helping other communities with things" "used my analysing and finding out how things work skills towards the challenge of the loss of the internet" "about organising peace talks and parties" "my music skills helped with the party" "during the run up to 2050 I helped negotiate with two communities" "I used my mechanics skills to build a dam" "I used my electrical skills to make a generator and provide electricity for my community" "I used my teaching skills, mechanical skills ad systems thinking in three communities" "I made the many cakes that helped negotiations, and made peace arrangements with those that were challenging us"**

Memorable Moments:

**"..when Adelaide and the other peace makers knocked down the wall so they could trade with the other communities"**

**"I felt good because we could trade" "I felt happy because it was a fun game"**

**"Having the power cut that made us give up on electricity. I felt happy because it was a fun and different game"**

**"..Doing the challenges. I felt happy because I was having a good time"**

**"..When the peacemakers knocked down the wall. I felt great because everyone agreed on peace eventually between all the communities"**

**"I felt excited. I loved the game"** *13-15 year olds, Bath University Youth Climate Change Summit, June 2011*

Memorable moments from the Transition Conference 2011:

**"When they wanted to sell me I felt amused. It was funny because I moved (community)"**  
*Jazzy, 13*

### Adults

**"...thank you for a wonderful day on Saturday. For an event to capture the attention, intention and imagination of a 3year old, a 15 year old and two forty somethings was really wonderful. We all got something which gave us nourishment on many levels."** The Quest was a participating game at the Common Wealth Games Event, Glasgow January 2012

**"Will definitely play again"** *Glasgow 2012*

Memorable moments from the Transition Conference, Liverpool 2011:

**"Achieving consensus- happy because we could sort things out for ourselves"**

**"When the shaman called a ceremony to honour the non human dead when our wood burnt down I felt moved because we don't usually acknowledge & celebrate the lives of the non human forms (like forests , animals) that we love"**

**"it was such fun, a lovely atmosphere"**

**"deciding to celebrate and invite our neighbours - potential rivals became friends"**

**"telling the story of our transition tales games. I felt involved in the process and inspired"**

**"all of us had our time to take part in the game"**

**"I felt a sense of cooperation and hope about future challenges"**

**"having a shaman to get things done. I felt proud and exhilarated and inspired by the people in the group"**

**"Everything. Awesome, fantastic, please continue, excellent, wonderful. It was brilliant"**

## Educators

**"Just brilliant - infinite possibilities..."** *Educators' Course Participant March 2010*

**"I thought it was fantastic that you let the kids run with their ideas- even when it was slightly off course. I felt they really enjoyed the day because of the freedom you allowed them and the dynamics of the activity"** (University Student facilitator, Bath University Youth Climate Change Summit, June 2011)

**"very clear and enjoyable. A valuable opportunity to reflect on community dynamics"**

**"please provide a version of the Quest for special needs people to be able to play"**

**"needs to be adapted for reception age children to play too"**

**"the Quest game was very interactive"**

**"the Quest opened so many opportunities for thought and discussion. It was a catalyst for me to sort out my thoughts and hopes for the future"**

**"Quest game is a lot of fun and easy to replicate"**

*(Key Stages 1 & 2 & SEN teachers Essex CPD course 2011)*