

Lesson Plan – Jenga: How Is the World Connected?

Purpose

The aim of the lesson is for students to understand how different events and global issues are connected, and how changes in one part of the world can affect people, animals and nature elsewhere.

Through the Jenga game, students explore future scenarios such as climate change, migration, biodiversity loss, water scarcity, energy crises and misinformation. The scenarios are connected to different parts of the global system: **people, vegetation, marine life, and land animals/insects**.

An important part of the lesson is to discuss not only **what happens**, but also **where it happens, why it happens, and what consequences it may have elsewhere**.

Learning Objectives

Students should have the opportunity to:

- understand that social and environmental issues are interconnected
- see how events in one part of the world can affect other places
- locate events geographically on a map
- discuss causes and consequences
- understand how people, animals, nature and societies affect each other

Lesson Structure

The lesson begins with a short introduction to the Jenga game. Each block represents a part of a larger system. When a block is removed, the tower becomes less stable – just as changes in one part of the world can affect other parts.

Students play in small groups using the questions/scenarios from the material.

When a question is drawn, the group discusses:

1. **What has happened?**
2. **Where in the world is it happening?**
3. **Who or what is affected?**
4. **What consequences could it have?**
5. **Could the effects spread to other parts of the world?**
6. **What other parts of the system could be affected?**

Discussion and World Map

A central part of the activity is connecting each event to a **specific place on the world map**.

For example, when students receive a scenario about climate refugees from South Asia, they first locate South Asia on the map. They then discuss why people might be forced to move and how this could affect other parts of the world.

The teacher uses the map to show where the different events take place and helps students make connections between **places, people and consequences**.

Jenga as a Model of the World

The Jenga tower is used as a model for how the world works.

Just as removing several blocks can make the tower unstable, different global problems can affect and reinforce each other.

Climate change → water scarcity → crop failure → food shortages → migration → social and political instability

The students learn that global issues are not isolated events, but parts of a larger interconnected system.

Colour Categories

The Jenga blocks represent four different areas:

-  **Green – vegetation**
-  **Red – humanity**
-  **Blue – marine life**
-  **Wood – land animals and insects**

Students can also discuss which areas are affected most and how one category can influence another.

Closing Discussion

The lesson ends with a whole-class discussion:

- Which event did you find most serious?
- Which event could affect the most other places?
- Which event felt most relevant to Sweden?
- What connections did you discover?
- How can something happening far away affect us?

The teacher returns to the Jenga tower and asks:

“What happens when one part of the system changes?”

Main Goal

The goal is not to win the Jenga game, but to understand **connections**.

The Jenga tower becomes a concrete model of our complex global system:

One change → affects another part → creates consequences somewhere else → which may affect further parts.

The activity helps students see that climate, nature, people, resources, migration and societies are all connected.