

Community Resilience Goals Worksheet

From Local Hazards to Shared Resilience Goals: Pregame Guide

This guide provides step-by-step instructions for completing the Community Resilience Goals worksheet. Using the worksheet, your group will identify local hazards, unpack associated vulnerabilities and capacities, and define related resilience goals. These decisions set the context for gameplay, determine the overall challenge level, and anchor post-game reflections in your real community context.

STEP 1 – SELECT HAZARDS

Choose 1–3 local climate/disaster hazards.

- Major hazard = +5 points
- Minor hazard = +3 points

STEP 2 – IDENTIFY IMPACTS, VULNERABILITIES & CAPACITIES

For each hazard, be specific:

- Affected populations
- At-risk buildings/infrastructure
- Cultural & ecosystem loss
- Economic impacts
- Governance, including Indigenous rights & lands
- Health & mental health impacts

STEP 3 – DEFINE RESILIENCE GOALS

Using what you've identified, write one resilience goal for each value area:

- Natural Environment
- Built Environment
- Governance
- Economy
- Society, Culture & Relationality
- Health & Wellbeing

Each goal should:

- Reduce identified vulnerabilities – *and/or* –
- Strengthen existing capacities.

If you select multiple hazards, decide which hazard(s) each goal primarily relates to. May be more than one.

STEP 4 – RECORD YOUR GOALS ON THE GAME MAT

Create a short title for each resilience goal and write it in the relevant Community Resilience Goal space on the back of this mat.

The point value and resource cost for each goal are already set – your task is to define what success looks like, not how it's scored.

RESILIENCE GOAL VALUE AREAS (aligned with value areas established in DCCRA report)

Letter	Value Area	Short Description
A	Society, Culture & Relationality	Connections, identity, culture, networks of care, belonging.
B	Built Environment	Housing, energy, transportation, utilities, infrastructure.
C	Natural Environment	Ecosystems, water, biodiversity, land, salmon, soils, forests.
D	Economy	Livelihoods, businesses, workers/employment, economic stability.
E	Governance	Decision-making, policy, funding, collaboration, leadership.
F	Health & Wellbeing	Physical, mental, emotional, spiritual health & care systems.

CROSS-SYSTEM IMPACTS & RESILIENCE GOALS – Use A–F (see legends in Local Hazards to Share Resilience Guide)

Hazards	Value Area (A–F)	Local vulnerabilities Relevant local capacities	Resilience Goals (short title & description)
Describe local impacts	A – Society, Culture & Relationality		
	B – Built Environment		
	C – Natural Environment		
	D – Economy		
	E – Governance		
	F – Health & Wellbeing		

Post Game Debrief

The reflection questions and project sprint below help translate insights from the game into concrete actions that support local disaster and climate resilience

Translating Game Dynamics to Real Life Prompts:

- What dynamics shaped success in the game – and where do you see those same dynamics in your real work?
 - Where did collaboration clearly accelerate progress?
 - Where did competition, siloing, or resource hoarding slow things down?
 - Which roles had disproportionate influence – and does that mirror reality?
- How did the game help (or fail to help) you move toward your resilience goals?
 - Which choices felt aligned with your real priorities?
 - Where did the scoring or randomness push you in directions you wouldn't choose in real life?
 - What does this tell you about incentives, funding structures, or mandates in the real world?
- What is one insight from the game you could apply right now to advance a resilience goal in your community or organization?

NOTES:

Resilience Project Sprint

Choose one resilience goal and generate:

- 1 immediate (1–3 month) action
- 1 medium-term (6–24 month) project
- 1 long-term (5–10 year) transformation

Prompts to guide your thinking:

- Which resilience goal could move forward with a small or early win?
- What's one action that could strengthen relationships, build trust, or start coordination?
- Which players capacities were leveraged or overlooked in moving forward to resilience goals? Who was missing from the table?
- How could Indigenous, local, or experiential knowledge change the system map?
- Imagine resilience success...if you could invest in one cross-system project for your region to advance resilience, what would it be?

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Final Thoughts.....

If this game is a simplified model of how resilience gets built, what does it suggest we need to change – in our processes, relationships, or incentives – to make real resilience possible here?

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