

Energy Transition



THE GAME

GAME GUIDE

Understanding energy, questioning our choices, and imagining tomorrow's solutions together.

AN EDUCATIONAL TOOL FOR LEARNING TOGETHER

56 cards • 4 categories • 2 levels • About
30 minutes

For use with or without a facilitator

AN EDUCATIONAL GAME BROUGHT TO YOU BY



Understanding to take action

The energy transition is profoundly transforming the way we produce, consume, and use energy. It affects our daily lives, our travel, our homes, our jobs — and the collective choices that shape our future.

Yet these issues can sometimes seem complex or removed from our everyday concerns. The Rexel Foundation created this game to make them more accessible.

What the game offers

Build knowledge, question your assumptions, listen to others, and learn together — in a simple, lively, and friendly format.

Learning objectives

- Understand the main sources and uses of energy.
- Discover energy-saving and efficiency solutions.
- Connect energy to climate, environment, economy, and society.
- Identify individual and collective levers for action.

Four themes, two levels

- **SOURCES** — Where does energy come from? Fossil, renewable, and nuclear energy.
- **SOLUTIONS** — How can we reduce energy consumption and CO₂ emissions?
- **USES** — How do we use energy for heating, transport, or production?
- **IMPACTS & CHOICES** — What effects on climate, environment, economy, and society?

Two levels to adapt the game

- **BEGINNER** — To discover the key energy challenges and build essential knowledge.
- **ADVANCED** — To go deeper, explore complexity, and challenge yourself.

56 CARDS • 2 TO 4 TEAMS • ABOUT 30 MINUTES

The game can be shortened or played until all the cards are used, depending on the time available.



A preview of the cards — 4 themes × 2 levels

Simple mechanics

AIM OF THE GAME • Win as many cards as possible by answering questions about the energy transition.

Setup

- Form 2 to 4 teams.
- Place the cards with the answers face down, in 8 stacks: category × level.
- Have a timer ready to measure the 30 seconds.

How a turn works

- 1 Choose a category and a level.
- 2 The next opposing team reads the question.
- 3 You have 30 seconds to answer and justify your answer.
- 4 If the answer is correct, you win the card. If it's incorrect, the card is set aside and can't be played again.
- 5 Then move on to the next team and continue the game.

CHALLENGING A TEAM

For games with more than 2 teams, a team can shout "Challenge!" before the correct answer is read out if they think the first team's answer is incorrect.

- **If the challenge is correct, the challenging team wins the card.**
- **If the challenge is incorrect, the original team keeps the card (and the points), and the challenging team skips their next turn.**

END OF GAME

When all the cards have been used up, count how many you won. **Beginner cards score 1 point, Advanced cards score 2 points.** Bonus: +4 points if a team has at least one card in each category. The team with the highest score wins the game.

With or without a facilitator

No prior expertise is required: the cards provide the answers and helpful explanations.

WITH A FACILITATOR

The facilitator introduces the game, reads the questions, keeps track of time, and encourages participants to explain their answers. They foster discussion, add nuance when useful, and make sure everyone has a place in the conversation.

WITHOUT A FACILITATOR

Teams play independently. Each turn, an opposing team reads the question, then the answer and its explanation. Everything needed to run the game smoothly is on the cards and in the rules.

GOOD PRACTICE

Beyond the correct answer, always encourage participants to explain their reasoning and connect the question to real-life situations.

Now it's your turn to design your game

The rules provided are a framework to discover the game and get started easily. They can be adapted to the number of participants, the time available, and the group's age or level of knowledge.

You can select specific categories, mix levels, play in teams or cooperatively, extend the discussion after a question, or come up with your own variations.

A few variation ideas

EXPRESS GAME

Select a limited number of cards.

COOPERATIVE MODE

Set a shared goal instead of scoring by team.

DISCUSSION MODE

Take a few minutes to discuss after each answer.

CUSTOM MODE

Choose only the themes and levels suited to your audience.

TAKING ACTION

End with one idea or action that each person commits to.

What matters most is creating a moment that's informative, fun, and friendly — one that makes people want to understand, talk, and take action.

Bringing the discussion to life

Before the game

- Select the cards best suited to your audience.
- Set the duration and choose the game mode.
- Arrange the space to make team discussion easier.

During the game

- Value reasoning as much as correct answers.
- Create a supportive atmosphere: the right to be wrong is part of learning.
- Read the additional explanations and connect them to real-world examples.

After the game: three questions

- 1 Which piece of information surprised you the most?
- 2 Which issue feels clearer to you now?
- 3 What individual or collective action could you take?

The energy transition is also built through dialogue: make room for questions, nuance, and a diversity of viewpoints.

Educating to accelerate the transition

In the face of climate change, the energy transition can only happen with the mobilization of civil society as a whole. Behaviors, skills, and the way we produce, consume, and live are at the heart of this transformation.

Founded in 2013 under the aegis of Fondation de France, the Rexel Foundation for energy progress works to promote education on the energy transition.

ITS MISSION HAS TWO PARTS

- Promote training for energy transition careers.
- Raise awareness among as many people as possible to encourage action.

A game for the common good

The Rexel Foundation has chosen to make this game freely available to as many people as possible. Associations, schools, training organizations, businesses, local authorities, and individuals can all use it to spread knowledge and encourage action.

TO LEARN MORE ABOUT THE FOUNDATION

Visit the Foundation's page: rexel.com/en/rexel-foundation

The game and all resources, available in eight languages, can be downloaded directly from either page below:

Game page (French) – rexel.com/fr/la-fondation-rexel/jeu-de-la-transition-energetique

Game page (English) – rexel.com/en/rexel-foundation/energy-transition-game

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