

“THE CLIMATE CHANGE GAME”

*Game for Sustainable Development
For High School Students (12-14 yrs)*

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Tarragona, December 2005





OBJECTIVES

- To celebrate the Mediterranean Action Day.
- To improve students knowledge through a didactic, dynamic and funny way.
- To sensitize students about climate change.
- To promote student work in groups.
- To elaborate educational materials that will be able to be used afterwards.

DESCRIPTION OF THE GAME

The “Climate Change Game” consists of: a large board, a big cube (dice), question cards and two big markers. The board is lineal and the start point is just in the middle, in one direction you move forward towards a sustainable world, and in the other direction you move towards a degraded world.

Following a short presentation on what is the Mediterranean Action Day, a brief description of the phenomenon the climate change is made, in order to define the knowledge level of the students and to clarify concepts. Principal climate change mechanisms, causes and consequences are explained. Emphasis is made on possible solutions and personal actions to minimize climate change.

The students are divided into two groups and take their positions from each side of the long board. After they start throwing the dice, they have to pass the different challenges. If they give the correct answer they ‘move on’ towards the sustainable world, if they fail, they move back to the depleted world. Each time the student who throws the cube (‘players’ from each group, selected in turn) is the one who has to carry out the activity/challenge.

The time given for each challenge is one minute.



The activities included in the dice are: the hangman game, questions, definitions, yes or no game and drawing, and the content of each is described in the following table:



Hangman	<p>On the blackboard, the player writes as many dashes as the letters of the word showed to him/her. His/her group are guessing letters in order to complete the word. Every time they fail a letter, a part of the body of the hangman was drawn. If the group guess the word, they got one point and they moved towards the green world.</p> <p>All the words included are related to climate change: Cars / Solar panel / Oceans / CO₂ / Industry / Water steam / Methane / Forests / Jungle / Windmill / etc.</p>
YES/NO:	<p>The player stands in front of his/her group, who know the word, and he/she has to guess it. The player has one minute to ask appropriate questions, baring in mind that the group can reply to him/her only by a 'yes' or a 'no'</p> <p>Words to guess: Oceans / Water steam / Solar panel / Windmill / Industry / CO₂ / Jungle / Methane / Cars / etc.</p>
DEFINITIONS	<p>A definition is explained to the player and he/she has to guess the concept. As in the question game, the first chance is for the player and the second is for the group, who can help him/her to find the answer.</p> <p>Definitions of the next word were on the game: Hibernation effect gases / Global Climatic Change / Renewable Energies / Emissions / Non Renewable Energies / Reforestation / Fossil Combustibles, etc.</p>
QUESTIONS	<p>A multiple choice question with 3 possible answers is given to the player. Once he/she makes the initial guess, he/she asks for the opinion of the whole group, who either agree or change the reply, justifying why. Getting the correct answer will move the group towards the green world on the floor board.</p> <p>Questions included in this category are:</p> <p>-Which of the following gases with hibernacle effect isn't possible to find in the nature?</p> <ol style="list-style-type: none">NO_xMethaneCFC's <p>-Scientists say that during the next 100 years the global climate change will produce a variation of the oceans level of:</p> <ol style="list-style-type: none">Will reduce about 100 cm.Will be the sameWill increase between 15 and 95 cm. <p>-Compared to 1860, how much CO₂ is nowadays in the atmosphere?</p> <ol style="list-style-type: none">80% moreThere is less CO₂ than 186025% more <p>-Which of the following activities emits gases of hibernacle effect?</p> <ol style="list-style-type: none">To drive a carTo ride a bicycleTo walkTo swim <p>Etc...</p>
DRAW	<p>The player draws on the blackboard the word he/she is given. The rest of the group had to guess the word.</p> <p>All words are relate to climate change: Forest / Jungle / Electric Central / Industry / Tree / Oceans / Windmill / Fuel / Temperature / Cars / Petrol Station / Solar panel, etc.</p>



Application & Results:

The game was applied by Mediterrania-CIE staff, in 7 high school classes (students between 12-14 years old) of 20-25 students each, in Tarragona, 1&2 December 2005, in the framework of the Mediterranean Action Day, which for 2005 was focused on climate change.

This action was offered as a special event within Mediterrania-CIE Environmental Education Offer to schools, remarking the participation and promotion of MIO-ECSDE, the Mediterranean Action Day and the European Union. Special media diffusion was made to promote this activity.

