

Cool It card game and variations

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1) Play the game - you need to play it at least 3 times for students to get it. I offer little rewards for winning to help motivate students.

variations - give opponents multiple problems in one sector area if they have not closed it

- allow players to exchange solutions

discussion points

2) Discussing the problems - pass out the problem cards, read them, then share with shoulder partner, and then discuss with group

3) Matching problems with solutions (did this at the Academy) - divide class in half - hand out problems to half and solutions to half - let them find each other.

variation - distribute fewer problems than solutions - confine game only to one sector

4) Ranking the problems - distribute problems and ask students to rank (by standing in a line) which is the biggest problem (largest contributor to warming) and then discuss why. Rich discussion around personal action versus collective or governmental action

5) Ranking the solution - same - particularly interesting for the energy sector.

That's it for now. Individual cards could be used as writing prompts or you could use a problem or a solution or a problem-solution pair for CER to help understand how they link to climate. Interesting to note that most of the cooling comes from emitting LESS CO₂ than taking it out.