

# The Climate Game

The Climate Game is designed for teachers and students who want to learn more about glaciers and environmental change. By using playing cards and a simple graphic playing board displaying temperature change during the last 40,000 years teachers and students will answer questions and roll a die in order to advance across a playing board and be the first to finish. The backdrop for The Climate Game is based on data from the Greenland Ice Sheet Project 2 (GISP2). GISP2 was an ice coring program in Greenland between 1986 and 1992 which obtained and analyzed a very long and complete ice core record. The program was directed by the Climate Change Research Center at the University of New Hampshire. More information on the GISP2 program can be found at <http://www.gisp2.sr.unh.edu/GISP2/>.

## Materials and resources

1. Download the game board and print it as large as possible up to 18" x 24".
2. Download and print out the playing card questions and playing card artwork. The questions and artwork are designed to be cut out and laminated together to form playing cards.
3. Gather a dice. The more numbers on the dice that are used the faster the game progresses. To slow the playing of the game down only use numbers 1 - 3 and/or designate the 4 a #1 roll, a 5 as a #2 roll, and a 6 as a #3 roll.
4. Gather some playing pieces. Figures from other board games work great.

## Time

1 class period (45 minutes)

## Level

Depending on which questions are used and any additional questions that you add the difficulty can change. This game could be used as the post test after studying a unit on climate change and glaciers and/or it can be used as a means to generate additional study on areas of glaciers and climate change. Teachers are welcome to allow students to use resources to help answer the questions.



United States  
National Standards

Content 5-8  
1. Standard D  
Earth and  
Space Science

Content 9-12  
1. Standard D  
Earth and  
Space Science

2. Standard E  
Science and  
Technology

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## Recommended Procedures

1. After laminating the playing cards. Place the deck of cards face down in a pile on the table.
2. Divide students into groups (depending on how many playing pieces are used). Groups of four-five students works well..
3. Have student groups roll the die to see who goes first, high roll wins.
4. The teacher or another group of students select the first card from the deck and ask the question on the card to the first group of students.
5. If the students in the first group answer the question correctly then they get to roll the die and move the designated number of spaces.
6. The second group of students goes next and continues the same process.
7. The first group of students to get to the other end of the game board wins.

Notes. Depending on the level of the class and the nature of the questions credit may be given for partial answers.