



CLIMATE CHANGE: IT'S IN OUR HANDS

OVERVIEW

Climate Change: It's in Our Hands is a board game designed for children in Upper Key Stage 2 to foster discussion about climate change and to help them understand some of the strategies that are needed in order to limit global warming to 1.5 degrees (the target agreed by world leaders at the United Nations Climate Change Conference in Paris in 2015, COP 21). The game is easy to print and play, and fosters collaboration and discussion between players. To succeed, players need to work together to find the best solutions that protect their environment now and into the future.

In essence the game involves players choosing actions to take which have an impact (either positive or negative) on climate change (specifically temperature). These actions range from small individual things like what you choose to eat and how you travel, to larger collective actions such as investing in renewable energy. As the game progresses, children will see how their actions affect temperature rise, and how the impacts vary depending on where you live and how quickly we work together.

BEFORE YOU PLAY THE GAME

The game is available as a downloadable PDF, you can print it (preferably in colour) single sided.

- Download the game materials.
- Print the A2 games board, you can print it at any size you'd like. We suggest printing on A3 paper. Place the two sides of the board next to each other.
- Print the Location cards (A4) and cut them out.
- Print out the Event Cards (A4) and cut them out.
- Print out the instructions (A4)
- Find some 'Money Tokens', these can be any sort of similar counters that you have in the classroom.
- Find some 'Location Tokens', these can be any small tokens to mark the location of where each player lives. Each player should have a different token so that they can remember where they live.
- Find two counters (ideally of a different colour to the money and location tokens), that are used for marking the game round you are on and the temperature.
- Find a 6-sided die.

HOW MANY PEOPLE CAN PLAY? The game needs a minimum of 4 players, but there is no maximum. If you have 4-5 players, players should play individually. If you have more, divide children into teams of any size. The game works best if you have at least 4 teams (but the teams can be any size of 1 or more).

HOW LONG DOES IT TAKE? The game takes around 20 minutes to play. You may find that it helps to play through once, and then play again as the children ask questions and think about the different decisions they make during the game (e.g. wanting to live in a different location, choosing different actions).

WHILST PLAYING THE GAME

Anyone playing the game should read the game rules aloud to their group and follow the instructions step-by-step. As the classroom teacher, your role is to help facilitate discussion as the game is played. The game is designed to foster discussion and collaboration, but for some groups you might need to prompt discussions. Below are a few questions that you might ask as children play the game:

- How do you think you are going to win?
- What would happen if you did... ?
- Can you explain why you chose...?
- Which actions have negative / positive consequences for the temperature?
- Can you explain how your actions impact the climate?
- What would happen if you worked together?
- Is it better to work individually or as a group?
- Which actions have the greatest positive/negative impacts on the global temperature?
- Are the effects of climate change the same everywhere? (The events have different impacts on different places, and children may start to notice this on the event and location cards. This can feed into a discussion around whether to prioritise taking actions of benefit to where you live)

Overall, *Climate Change: It's In Our Hands* aims to make the complex topic of climate change accessible and engaging, and instil a sense of ownership that future climate change is in our hands. The complexity of climate science makes communication of the need to act individually and locally difficult. We hope this game can empower children to understand climate change not as an important yet vague distant concept, but one where they can make a difference.

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