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<u>Climate Mitigation</u> | <u>Climate Resiliency</u> | <u>Carbon Cycle</u> | <u>AGU Conference</u>

# **CLEAN STEM Flash**

A Timely Climate and Energy E-Learning Series to Use and Share

December 11th, 2019

# **Topic: The Game is Afoot**

Everyone loves to play games! That's why we created this STEM Flash where we share our favorite learning-oriented games.

#### **CLEAN Resource Feature**

Activity: Stabilization Wedges Game

This activity is perfect for any educator looking to incorporate a team-based game into their lessons on greenhouse gases and current technologies that can provide a solution to the problem at hand.

Audience: High School

Instruction Time: Three class periods, 45 minutes each

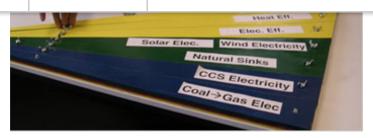
Browse CLEAN for more resources related to <u>climate mitigation</u>.

Students fill in eight climate stabilization wedges to learn more about the current strategies available for climate mitigation. The

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eight annerent cumatecutting strategies to complete the climate mitigation portfolio.

#### **CLEAN Resource Feature**

# Activity: Beat the Uncertainty: Planning Climate- Resilient Cities

This activity introduces students to the concept of climate resiliency through an interactive game where they test their resilience designs against severe impacts from climate change.

Audience: Middle School, High School

Instruction Time: One to two class periods, 45 minutes each

Take a look at some more CLEAN resources focused on climate resiliency.

Students role play as urban citizens, policymakers, business leaders, nonprofit leaders, and researchers in a coastal city to make smart planning designs about climate resiliency. These decisions will manifest into a resiliency plan to be matched against climate impacts such as severe weather and natural hazards.



## **CLEAN Resource Feature**

# Additional Resources: <u>Using the Carbon Cycle Interactive Game in the</u> Classroom

Using an online platform, students learn how carbon cycles through the Earth system, and the impacts/benefits it has on the overall environment.

Audience: Middle School, High School

Instruction Time: 20 minute class time, plus additional assessment

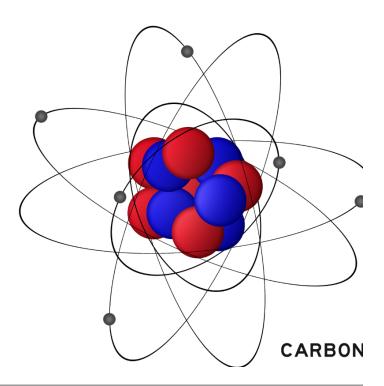
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This online game allows students to explore the carbon cycle as a carbon atom to get a more indepth understanding of the role carbon plays.

Subsequently, this lesson plan outlines discussion questions and assessment techniques once the game is completed.



### **AGU Conference and CLEAN Presentations**

The Climate Literacy and Energy Awareness Network (<u>CLEAN</u>) is hosting a workshop for our community:

"Building Inclusive Strategies with Diverse Communities and Cities to Address Climate Change"

- Location: Moscone South, Lower Lobby Room 4
- Date and Time: 12/13/2019, 8:00AM 11:00AM

Here is more information and a free registration.

Please consider registering, but you can also join us the day of the workshop even if you didn't register.

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