

CAUSE AND EFFECT



<p>Πυρκαγιές</p> <hr/> <p>Πυρκαγιές</p>	<p>Αύξηση διοξειδίου του άνθρακα στην ατμόσφαιρα</p> <hr/> <p>αποφθορία του άνθρακα στην ατμόσφαιρα</p>	<p>Ξηρασία</p> <hr/> <p>Ξηρασία</p>
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10 mins.



2-6 players



Small Space with Tables



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LEARNING OBJECTIVES

- Help students rationalize causes and consequences of climate change and brainstorm solutions by stimulating critical thinking
- Practice thinking and decision making

MATERIALS

- Cards: Could be pre-labeled cards (located in the back of the booklet) or created by the students as a warm up exercise for the game
- Permanent marker

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FACILITATION GUIDELINES

1. Split the students in groups of 5-6 and have them sit in a circle.
2. Shuffle the cards and deal 4 cards to each student.
 - If the cards need to be made, label them with numerous causes and effects of climate change, mitigation strategies and urban resilience
3. Place the remainder of cards in a pile face down in the middle of the circle and flip over the top card so everyone can read what it says.
4. The student who goes first will have the option of picking up the face-up card or choosing a new card from the stack. The object of each turn is to match a "cause" card with an "effect" card.
5. Cards that have matching causes and effects will be pairs.
6. Players must discard one card into the face-up stack after each turn. Players should always have 4 cards in their hands.
7. When a player thinks she's made a match, he/she must show the matching cards to his/her opponent. If the match makes sense, the match will be approved. If not, then she'll have to try for a new match during her next turn.
8. The student with the most correct matches wins.

DEBRIEFING QUESTIONS

1. Did you have fun playing this game?
2. What did you learn that you didn't know before?