



Using Climate Call in the classroom

Teacher's Guide

Climate Call is a card game with the objective of arranging cards in the correct order based on their climate impact, from least to greatest. The game has been developed by researchers in climate science and pedagogy, and can be used as teaching material in all subjects that encompass climate, environmental issues and sustainable development, spanning from natural sciences and technology to geography, social studies, and home economics.

The game contributes to increased knowledge about climate, lifestyle, and sustainable consumption in a fun and engaging way. Additionally, it stimulates reflections and serves as a good starting point for discussions about behavior and responsibility. Therefore, it contributes to fulfilling many important learning objectives. And, it's fun to play!

The card game can be integrated into your teaching in various ways. To make it easier for you as a teacher, we here present a suggested lesson structure and various teaching materials. The material is suitable for students aged 12 and above.

Suggested Lesson Structure

SUITABLE FOR: Students aged 12 and above

ESTIMATED TIME: approximately 1 hour (or longer if you choose to include some of the optional additions).

SUBJECTS: Climate Call can be used in a wide range of subjects, such as science, technology, engineering, mathematics, physics, chemistry, biology, geography, and social science. The game is also suitable for cross-curricular exercises.

GOAL: Students gain an increased understanding of the climate issue and how various products and services that we consume in our daily lives impact the climate.

MATERIALS AND TOOLS: You need the Climate Call card game and the slideshow “Introduction to the game and climate change” to guide the students through the lesson. The slideshow is available on our website (<https://www.climatecallgame.com/education>). We suggest that you familiarize yourself with the rules of the game before the lesson so you can help students if questions arise.

1. Go through the slideshow “Introduction to the game and climate change”

The slideshow allows you to...

- capture the students’ thoughts and feelings about climate change
- provide a brief introduction to the climate issue
- introduce the Climate Call card game and the rules of the game

2. Play the game

- a) Classic version: Follow the instructions in the slideshow.
- b) Collaborative version (optional): Each group (consisting of two teams) takes turns drawing a card from the deck and collectively decides where to place the card on the emissions line. Which group can successfully place the most cards before they make two mistakes?

3. Classroom reflection

Let the whole class reflect on thoughts and questions that arose during the game.

4. Positive trends

End the lesson by showcasing a few real-world examples from around the globe (whether they are minor or major, local or distant) that demonstrate the ongoing climate transition. Let the students also contribute with positive examples.

Optional additions for continued learning

5. Explore key topics in detail

In the slideshow, there is a brief overview of the carbon cycle (and common misconceptions related to it) as well as a brief overview of sustainable lifestyles. These extra slides can be used as starting points for diving deeper into these topics.

6. Do one or more exercises

Choose from our selection of cross-curricular and subject-specific exercises available on our website (<https://www.climatecallgame.com/education>).