

Climate Change Card Games

Teacher's Notes

- Summary** A series of cards are provided that can be used to play card games based around climate change. They offer an opportunity to practice literacy skills in reading, speaking and listening.
- The cards** There are a total of 32 cards.
The cards cover 8 different countries. Each country card shows one of:
- The effects of climate change in the country ☹️
 - A solution to help the people tackle the effects of climate change 😊
 - A personal story 😊
 - A map of the world with the country marked on it
- There is also a sheet showing the *Practical Action* logo that can be copied onto the back of the cards.
- Curriculum links** English – speaking, listening, reading.
- Activities** A range of games can be played using the cards. A few are suggested below. Be creative!
- Resources** Photocopies of cards (preferably on card)

Suggested Games

Collect the countries

The object of the game is to collect all the cards for two countries (4 players max). Use all the cards.

1. Deal out the cards.
If 3 players, leave last two face down on table.
2. In turn place one card down on the table and pick up one card.
3. Winner is first person to collect two complete countries. i.e. the problem card, solution card, personal story and map.
4. At the end of the game, all children read out the problem, solution and personal story information for the countries they have completed.

Match the pairs

Object is to match the pairs of problem and solution cards for each country.
The game uses just the problem and solution cards.

1. Spread the climate change problem cards (sad smiley) face down on the table
2. Spread the solution cards (happy smiley) face down next to the problem cards
3. Players pick up one of the problem cards and read out loud, the country and the problem that is described
4. Same player then tries to pick solution card for the same country
5. If successful, they read out the solution and keep the pair
6. If not successful, replace both cards face down in original position
7. Winner is one with the most pairs when all cards have been collected

This could be made more difficult by including the personal story card so that a 'set' consists of all three cards.