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| **Climate vs. Weather**  **Modeling Card Game**  **RCP 2.6 Scenario**  **(START)**  **1** |  | **The deck of cards represents the current potential number of Hot, Cold, and Average monthly global temperature.**  Shuffle and Deal a total of 12 cards from the deck to the players in your group. |
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| **Climate vs. Weather**  **Modeling Card Game**  **RCP 2.6 Scenario**  **2** |  | **Rising energy demand from population growth has been met by clean, resource efficient technologies (bio-energy).**  Remove two 2’s, two 4’s  Add two Queens and two Kings  Shuffle and Deal 12 cards from the deck to the players in your group. |
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| **Climate vs. Weather**  **Modeling Card Game**  **RCP 2.6 Scenario**  **3** |  | **Carbon capture and storage technologies have been developed and are used extensively.**  Remove four 5’s  Add two Jacks and two 10’s  Shuffle and Deal 12 cards from the deck to the players in your group. |
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| **Climate vs. Weather**  **Modeling Card Game**  **RCP 2.6 Scenario**  **4** |  | **Lower GHG emissions result from the depletion of fossil fuel resources coupled with strict emission regulations.**  Remove one King  Add one 9  Shuffle and Deal 12 cards from the deck to the players in your group. |