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| **Climate vs. Weather**  **Modeling Card Game**  **RCP 4.5 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 4.5 Scenario**  **2** |  | **Increasing global population has led to increasing energy demand, including the use of fossil fuels.**  Remove two 2’stwo 4’s  Add two Kings and two Queens  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 4.5 Scenario**  **3** |  | **Carbon capture and storage technologies have been developed, but they are not used extensively.**  Remove two 2’s and two 5’s  Add two Aces and two Jacks  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 4.5 Scenario**  **4** |  | **Clean, renewable energy resources are developed, however, fossil fuels remain as primary energy sources.**  Remove two 3’s  Add two Aces  Shuffle and Deal 12 cards from the deck to the players in your group. |