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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’sAdd two Kings and two QueensShuffle 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’sAdd two Aces and two JacksShuffle 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’sAdd two AcesShuffle and Deal 12 cards from the deck to the players in your group. |