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| **Climate vs. Weather**  **Modeling Card Game**  **RCP 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 6 Scenario**  **2** |  | **Increased global population has led to increased use of fossil fuels, but the demand for energy is lower per capita.**  Remove two 2’s two 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 6 Scenario**  **3** |  | **Although energy demands remain high, the development of new and more efficient technologies is slow.**  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 6 Scenario**  **4** |  | **Climate policy provides little incentive for carbon capture and storage technologies.**  Remove three 3’s  Add two Aces and one King  Shuffle and Deal 12 cards from the deck to the players in your group. |