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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’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 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’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 6 Scenario****4** |  | **Climate policy provides little incentive for carbon capture and storage technologies.**Remove three 3’sAdd two Aces and one KingShuffle and Deal 12 cards from the deck to the players in your group. |