



# Concept of the CO<sub>2</sub> Modul

• Format: Educational module for secondary school

• Audience: secondary schools 7 - 9 grade

• **Age range:** 14 – 16 years

#### Overview

Climate change is an important challenge for mankind. In order to educate and sensibilize young people, a compact teaching tool has been developed with the title: **How does CO<sub>2</sub> affect climate Change?** 

This was done as part of the ICOS Cities project (ICOS = Integrated Carbon Observation Systems),

The Lessons consist of theory blocs with corresponding experiments. To ease the transfer from the experiment to reality, cards (showing picture on one side and a short explanation on the other side) are used to explain the questions in the experiments.

Teachers have access to a tutorial with pictures explaining the experiments with notes on preparation and materials, including a suggestion how to run the module. Only materials, which are easy to obtain like glasses, balloons, ice cubes etc. are used for the experiments.

After discussing the facts, the succeeding chapter helps sorting out the causes of climate change in our environment. Finally, our personal contribution to climate protection is discussed, including a call for action in the school.

Additionally, a card game called "Climate fresk" helps to refresh and deepen the understanding of interdependencies.

"Climate fresk" is an IPCC based game with the goal to link the cards by finding causes and effects of climate change.





# **Goals and Structure**

#### **Goals:**

#### Pupils:

- understand how carbon dioxide CO<sub>2</sub> is produced.
- understand the relationship between CO<sub>2</sub> and global warming.
- recognize the danger of global warming.
- understand that CO<sub>2</sub> will not disappear on its own.
- be able to debunk common fake statements about the climate.
- know ways to reduce CO<sub>2</sub>
- personal commitment to reducing their own CO2 footprint.
- take actions immediately: contribute with 1-2 changes in your life.
- be more aware of climate change

#### CO<sub>2</sub>-Modul has 5 chapters (Including 1-2 easy experiments for each chapter):

- Atmosphere
- Glacier and Ice
- Water
- Soil and Vegetation
- What can we do?

#### Theory



#### Exercice



#### Experiments



#### What we can do...



#### Climate Cards



Glaciers are importent They regulate and provide freshwater





# **Table of contents**

### **Atmosphere**

- Greenhouse Effect
- · Greenhouse gases

### Glacier and Ice

- The Alps
- Arctic and Antarctic
- Albedo effect

### Water

- Water temperature
- Sea level
- Acidification

## Soil and Vegetation

- Sources and sinks of CO<sub>2</sub>
- Cities are hotspots
- Weather extremes

### What can we do?

- Signs of global warming
- Causes
- Our contribution
- Fake and facts

## **Anchoring the Facts**

 Climate Fresk: A serious game about climate change: Link causes and effects of climate change into a puzzle Groups of 5-7 people



