

Carbon Catchers

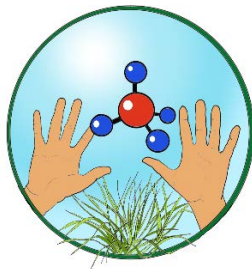
Carbon dioxide in the atmosphere is among the leading causes of global climate change. There are many ways to *sequester* carbon, which means to remove it from the atmosphere and storing it, helping to reduce the impacts of climate change.

Use the carbon pieces from the next page to create a carbon sequestration game. Hide the pieces throughout your home or classroom.

Assign each player to be a type of carbon sequestration, which can include:

- **Forestry:** Planting trees and rebuilding forests.
- **Wetlands:** Restoring global wetlands. The structure of wetlands make them among the most efficient ecosystem types for capturing carbon.
- **Carbon Farming:** Building farm soils, growing food for local use, and farming more intensively (with practices like no-till farming and cover cropping) can all reduce carbon emissions and increase carbon removal.
- **Biomass Burial:** Burying carbon-heavy materials like fallen trees or biochar (a type of charcoal) can help to build health soil while also holding carbon in the ground.

Set a timer and have players find as many carbon pieces as they can. How many pieces did you each find? How many were you able to find together?



Extender Activity:

Have each player research their carbon sequestration type. Create new game rules based on these sequestration types. For example, can the Biomass Burial player only take pieces hidden underneath things? Can the Carbon Farming player only take pieces from a certain room? Can the Wetlands Player and Forestry Player work together? See how well your new rules work in gameplay!



