



Carbon Capture & Storage - Resources

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This resource pack was developed in partnership with [The Crown Estate](#), with support from [The Global CCS Institute](#), [Royal Dutch Shell](#) and [SCCS](#). Special thanks are due to Megan O'Donnell and Katy Relp for their involvement. These resources, and further carbon capture and storage education materials can be found on the [CO₂ degrees challenge](#) website.

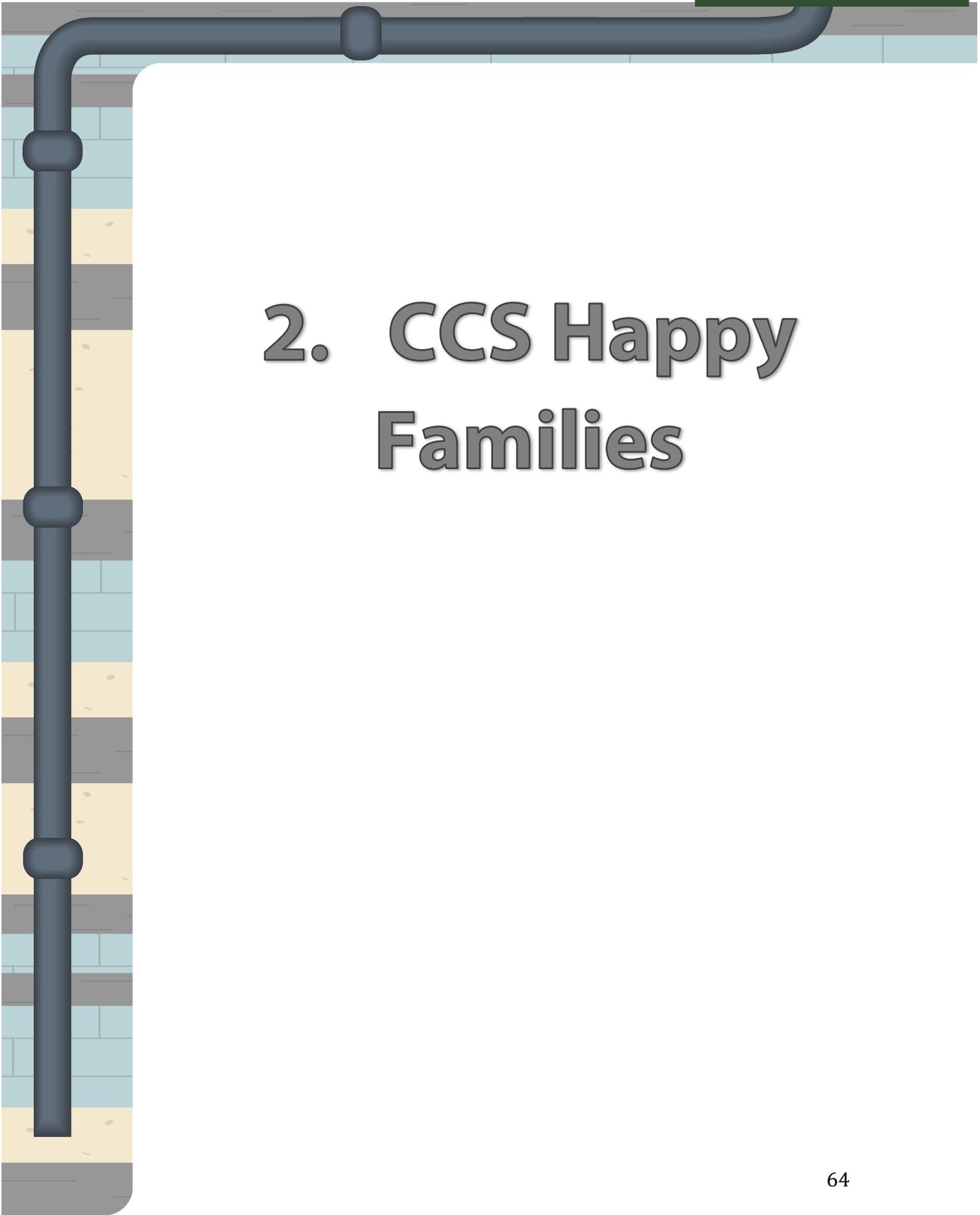
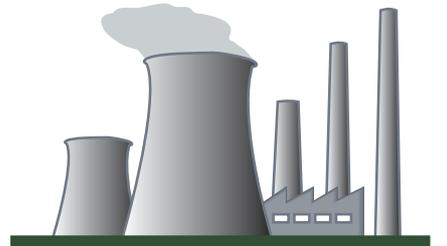
The development of this resource would not have been possible without the generous support of the *GeoBus* sponsors, which we gratefully acknowledge.



Earth & Environmental Sciences



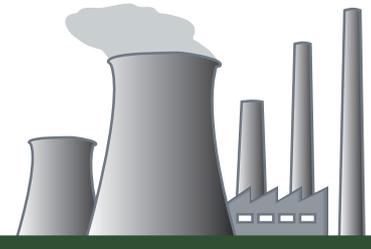
Chapter 3



2. CCS Happy Families

CCS Happy Families

CCS Extension Tasks



Activity Description	Students play Happy Families after drawing pictures of the words on the vocabulary cards. This game can be played before or after the GeoBus workshop.
Time	45–60minutes
Learning Outcomes	<ul style="list-style-type: none">To become aware of or consolidate CCS vocabulary.
Student Organisation	Groups of 3–4
Materials Needed	Card printouts, scissors, colouring pencils

Carbon Capture and Storage Happy Families

Adapted from CO₂degrees Challenge, 'Host your own CCS Education Workshop'.

Task

This game is played to the rules of Happy Families, for 3–4 players.

The game requires a pack of 56 cards, grouped into 14 sets of four.

The students are given a number of sets of families and asked to draw a picture of the term on the card before starting the game.

Instructions

The aim of the game is to collect all four cards in a group, for example to complete the Greenhouse Gases group you will need to collect the following four cards: water vapour, carbon dioxide, methane and nitrous oxide.

1. You will need A4 colour printouts of the card sheets and scissors (optional: backing card and glue).
2. To start, carefully cut-out all 56 cards (you can stick them onto cardboard to make them last longer) and shuffle them well. Deal the cards out to each player. Players can look at their cards but must not show them to others.
3. To play anybody who has been lucky enough to be dealt a complete set of four cards should put these cards face down in the centre before the game begins.
4. The player on the dealer's left goes first. This player (Player 1) can ask any other player for a card so long as they already hold at least one card in the set. If Player 2 does not have the card asked for by Player 1, then it is Player 2's turn to ask any player for a card that they are looking for. If Player 2 does have the card asked for by Player 1, they have to pass it to Player 1 and Player 1 can then ask another player for a different card. Once a player forms a complete set of four cards, they place the set face down in the centre of the group.
5. The winner is the first player to get rid of all their cards.