



## Carbon Capture & Storage - Resources

Thank you for downloading this Carbon Capture & Storage resource from the *GeoBus* website.

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 [CO<sub>2</sub> degrees challenge](#) website.

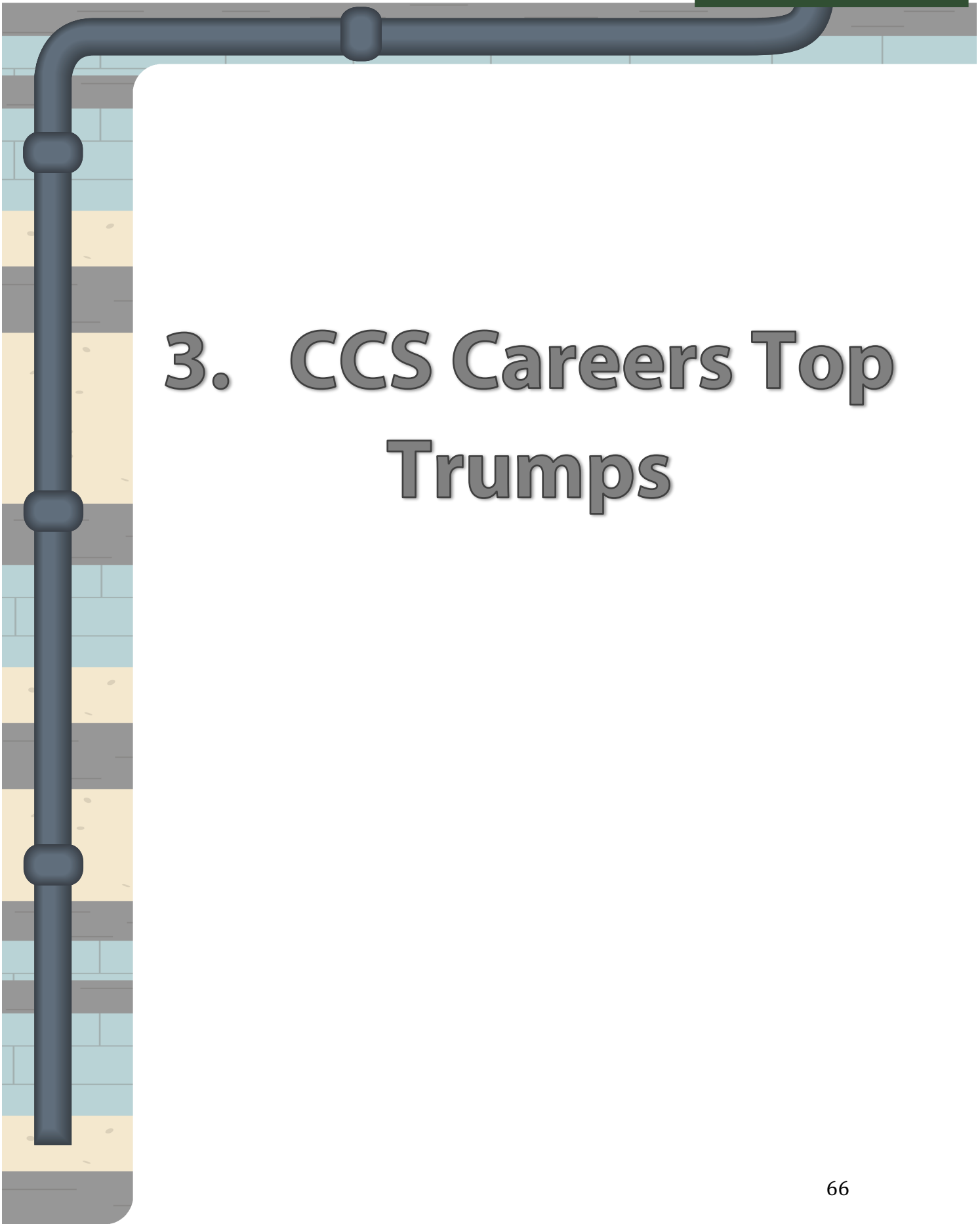
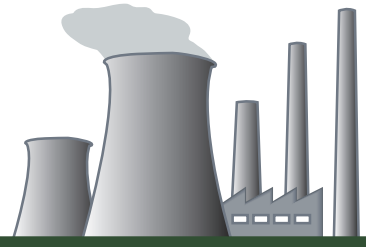
The development of this resource would not have been possible without the generous support of the *GeoBus* sponsors, which we gratefully acknowledge.



Earth & Environmental Sciences



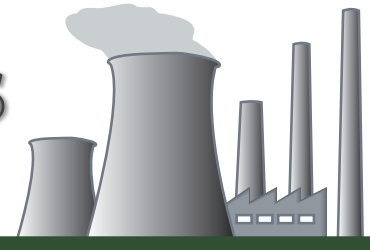
# Chapter 3



## 3. CCS Careers Top Trumps

# CCS Careers Top Trumps

## CCS Extension Tasks



Activity Description	Students play careers tops trumps. Careers are based around geological careers.
Time	15–30minutes
Learning Outcomes	<ul style="list-style-type: none"><li>To become aware of the different types of jobs in the geological and CCS sector.</li><li>To understand the different aspects about jobs in the geological sector.</li></ul>
Student Organisation	Groups of 2–6
Materials Needed	Card printouts, scissors.

### Carbon Capture and Storage Careers Top Trumps

Instructions adapted from [www.toptrumps.com](http://www.toptrumps.com).

#### Instructions

This game is for 2-6 players.

1. To start the game, shuffle and deal all the cards face down. Each player holds their cards so that they can see the top card only.
2. The player to the dealer's left starts by reading out a category from the top card (e.g. Teamwork Factor, value 5) The other players then read out the same category from their cards. The one with the best or highest value wins, and that player collects all the top cards, including their own, and moves them to the bottom of their pile. It is then their turn again to choose a category from the next card.
3. If two or more cards share the top value or data is not available for that particular subject then all the cards are placed in the middle and the same player chooses again from the next card. The winner of the hand takes the cards in the middle as well.
4. The person with all the cards at the end is the winner.