

Education Module Overview

The Climate Cost Project offers an academic and experiential education module that consists of an original climate economics game, *You Change It*, and the Project's own textbook chapter, *Environmental Pricing 101*. The module is designed to help instructors across multiple disciplines teach climate change economics to college students and advanced high school classes. It is part of the Climate Cost Project's larger goal of educating students to become informed witnesses and effective advocates for change in their own communities. The module and game are meant to be used together, but they can also be used separately depending on the preference of the instructor.

The module is the classroom section of the Climate Cost Project. A field component, the *Witnessing Change Video Competition*, asks students to document the costs of climate change in their own communities. You can learn more and sign up for the video competition at www.climatecostproject.org.

You Change It Game



You Change It is an interactive card game that simulates economic damages and polluting behavior as they uniquely apply to climate change. The game is easy to administer, and accommodates a wide range of class sizes. The game can be used with group sizes between six to forty students. The administrator will merely need a computer, cards, and dice to run the game.

Key features and concepts captured in the game include the following:

- ❖ Players in the game will represent different income groups and experience unequal damages by income class.
- ❖ The impacts of pollution damages are cumulative over time.
- ❖ As players pollute more, they increase the odds of experiencing catastrophic climate change.
- ❖ The game has the option to simulate the impacts of a carbon tax on polluter behavior.

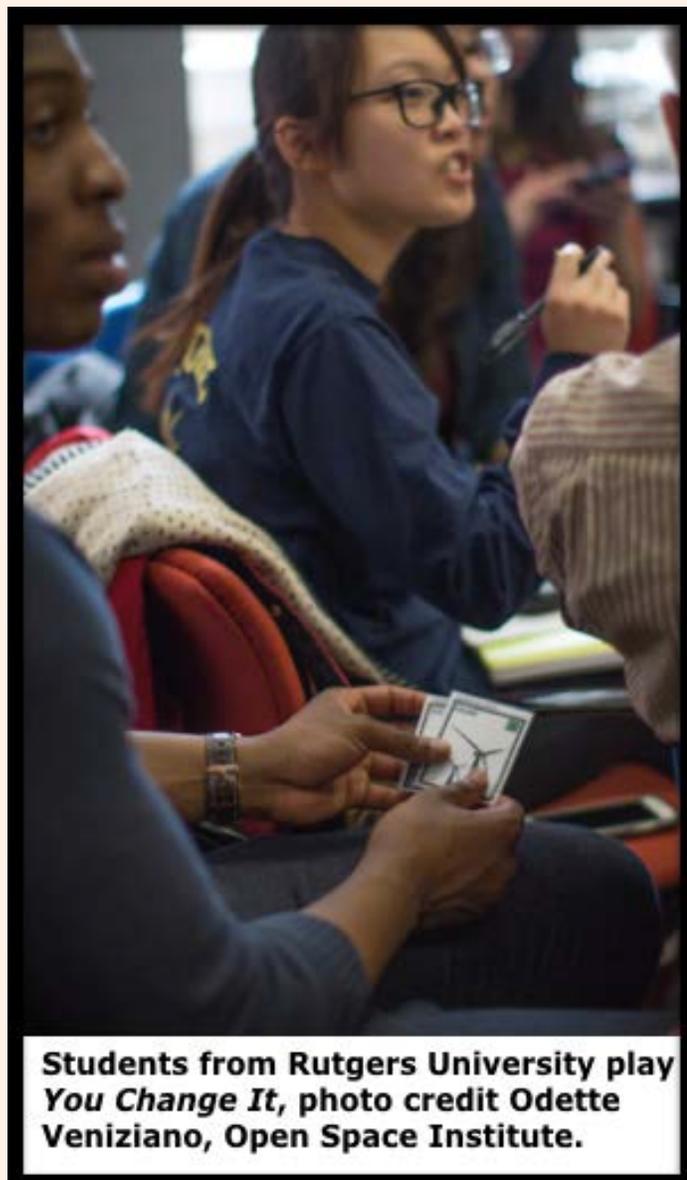
The game comes with a discussion guide that helps relate concepts in the game to real world experiences, and to stimulate conversations.

Environmental Pricing 101

Environmental Pricing 101 is a nineteen-page chapter on environmental economics that is appropriate for students with no prior courses or training in economics. The chapter comes with an additional Teachers Guide and Resources. A preview of the chapter is available in the 'classroom materials' section of the Climate Cost Project website. Key concepts in environmental and natural capital pricing are covered, including the following:

- ❖ Why economists, governments and businesses price nature, and the role of natural capital pricing in resource management
- ❖ The challenges and limitations of environmental pricing
- ❖ Discussion of cap-and-trade, carbon taxes and existing carbon pricing policies (US and international)
- ❖ The difference between the social cost of carbon and the marginal cost of abatement
- ❖ Real life examples and discussion questions to illustrate key terms and policy applications

Both *You Change It* and *Environmental Pricing 101* are available in the 'classroom materials' section of the Climate Cost Project's website. All proceeds go to support the ongoing work of the Climate Cost Project.



Students from Rutgers University play *You Change It*, photo credit Odette Veneziano, Open Space Institute.