

The Balancing Game

Round 1

All players are allowed to carry 1 ball.

Producers take them from home to the atmosphere, Absorbers remove them from the atmosphere and take them home.

Round 2

Same rules as round 1, but 1/3 of the Team Absorber have to join Team Producer.

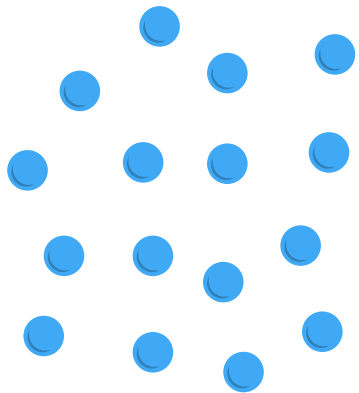
Round 3

Teams stay the same but Team Producer are allowed to carry 2 balls at any one time.

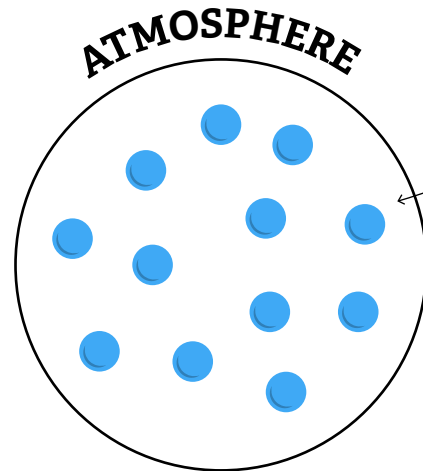
After each round, assess the balance in the atmosphere and reset

Optional: Lead a discussion on why the outcome has occurred...

All extra balls are with Team Producer at the start of each round



TEAM PRODUCER



Start with a small number of balls in the atmosphere

Balls represent atmospheric gas (CO₂)



Team Absorber starts with no extra balls



TEAM ABSORBER