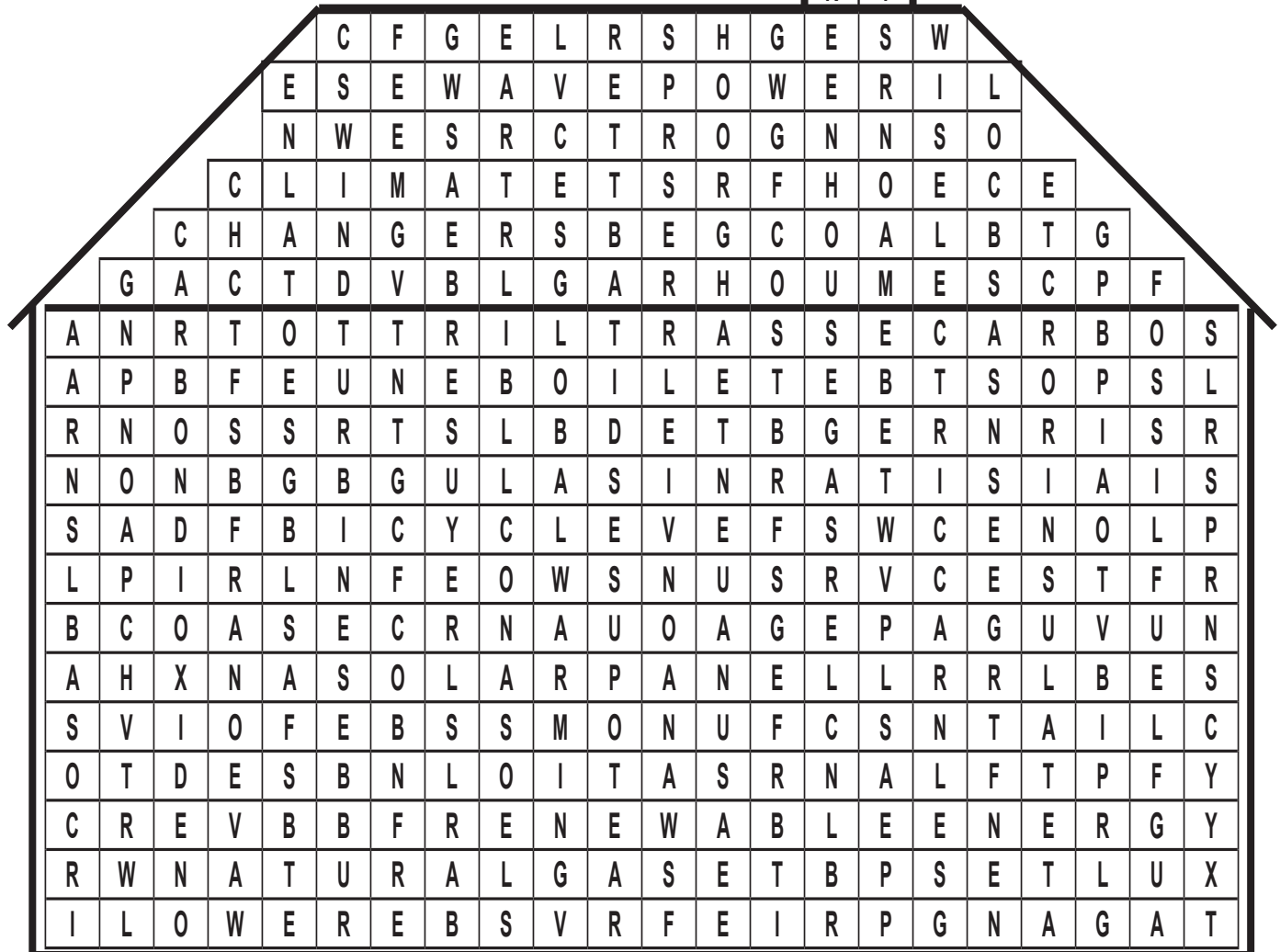


Home Energy Saver Word Search

Search the Energy Saving House to see if you can find out what some of the solutions and problems to climate change are.

G	A
R	I



Climate Change Solutions:

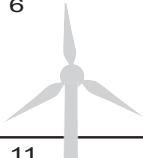

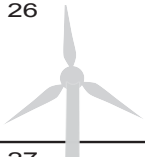
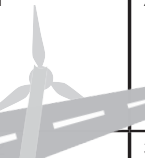
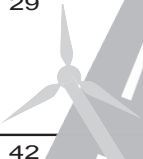
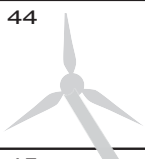
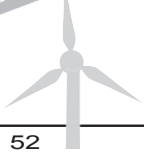
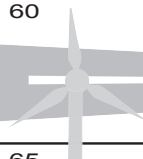
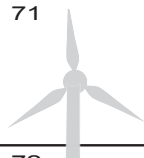
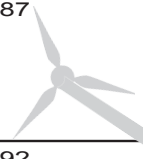
solar panel
insulate
renewable energy
biodiesel
electric car
bicycle
wind turbines
wave power


Climate Change Problems:

fossil fuels
climate change
oil
coal
natural gas
global warming
carbon dioxide
greenhouse gases

Carbon Countdown!

Race to be the first to save 100 tonnes of carbon dioxide. Each space you move forward on the game board saves 1 tonne. Landing on an action square could save you even more or it could send you back down the board*!

8	7	6 	5 Fly by private jet to Sydney. Add 37 tonnes	4	3	2	1	0 
9	10	11 Change 10 light bulbs to low energy. Save 5t.	12	13	14	15	16	17
26 	25	24	23	22	21 	20	19 Fly to New Zealand. Add 11 tonnes	18
27 Install radiator panels. Save 1 tonne	28	29 	30	31	32	33	34 Forget to change bulbs to low energy. Add 5t.	35
44 	43	42	41 Insulate the floor. Save 12 tonnes a year	40	39	38 	36	
45	46 Give hot water tank a jacket! Save 2 tonnes	47	48	49	50	51	52 Install condensing boiler. Save 3 tonnes	53
62	61	60 	59	58	57	56 Fly to Los Angeles. Add 6 tonnes	55	54
63	64	65 Change 10 light bulbs to low energy. Save 5t.	66	67	68 Fly to Spain. Add 1 tonne	69	70	71 
80	79 Take a cruise. Add 2 tonnes	78	77	76 Insulate the walls. Save 55 tonnes!	75	74	73	72 Go 1 year without tumble dryer. Save 1 tonne
81	82	83	84	85	86	87 	88	89
98	97	96	95	94 Mum&Dad use car not train for work. Add 4t. a year	93	92	91	90 Banish draughts! Save 3 tonnes

99
100 

Instructions

1. Find some old buttons or small pebbles to use as counters and find yourself a dice.
2. Place all counters on START and throw the dice to see who starts (highest begins).
3. Players take turns to throw the dice and move forward the number of spaces it indicates, saving 1 tonne of carbon dioxide for each space moved.
4. If you land on squares where you save extra carbon dioxide, follow the wind turbines up the board. Where you add carbon dioxide, follow the trail back down*!
5. The first player to get down to zero tonnes of carbon dioxide is the winner.

* Carbon dioxide savings or additions listed in this game are accurate to the nearest whole tonne.