We are going to play the Greenbelt Game.

Look at the card I gave you and remember your animal. You are now that animal (i.e. a salamander).

The hula-hoops represent the Greenbelt. You're an animal living here. You're allowed to move around as long as you can reach the new area of the Greenbelt without stepping out onto the floor.

When someone pulls a card from the deck, the card is going to either help or cause harm.

If it is a red suit, I will read a **THREAT,** for example, a new construction site, and remove a piece of the Greenbelt. If you are in that piece of the Greenbelt, you must move. If you can still reach the rest of the Greenbelt without stepping on the floor, and there is room for you in that part of the Greenbelt, you are safe. If not, you are out.

If it is black suit, it's an **ACTION** to protect the Greenbelt. An action could be a new government program, better enforcement, a cleanup project, or volunteers working together. The actions are:

> **Spades** stop **NEW CONSTRUCTION.**
>
> **Clubs** stop **NEW POLLUTION.**
>
> **A spade and a club** stop **CLIMATE CHANGE.**

You can use these cards to stop a **THREAT** in the future.

WHAT HAPPENS WHEN YOU'RE OUT?

When you're out, remove your section of the Greenbelt if I haven't already removed your hula-hoop. Then, come stand next to me.

HOW DOES THE GAME END?

The game is over when the time runs out (15 minutes) or when there isn't any Greenbelt left.

HOW DO WE WIN THE GAME?

This is a cooperative full-class game. If there are all six types of animals remaining at the end of 15 minutes, the class wins. If at the end of the game, there are not all six types of animals, the class loses.