

## Climate Policy Quest Activity

# Negative Externality Game: Collective Action and Climate Change



### Learning Outcomes

By the end of this activity learners will:

- Learn that there are no clear and easy policy answers- there are no policies that meet all potential criteria for 'good' climate change policy
- Learn to think critically about climate policy options when they read about them in the media, and when presented by governments and stakeholders as preferred policy solutions

### Length of Activity

1.5 – 2 hours

### Materials List

- Topic Backgrounder
- Pembina Climate Policy Simulator Worksheet
- Marking Rubric
- Internet Enabled Device

### Activity: Step 1

Review the Climate Policy Options Infographic with class **(15 minutes)**

### Activity: Step 2

Conduct the simulation with class **(60 – 90 minutes)**

1. In groups, students will learn about the basic constructs of some of the climate change policy tools that are often supported by regulators and stakeholders by using the Pembina Institute's Energy Policy Simulator. [Click here to launch the simulator.](#) Take a few minutes to explore the simulator **(10 minutes)**
2. Students will download the "Pembina Climate Policy Simulator Worksheet.xlsx" provided and complete the simulation activity summarized on the "Pembina Simulator Activity" tab. **(45 – 60 minutes)**

### Activity: Step 3

After the simulator activity, students will break into groups to reflect on the exercise, exploring 'pros' and the 'cons' of each of these policy tools they utilized during the simulation, including assessing these policies from jurisdictions that have not pursued these policy tools, considering why they have not yet done so. **(25 minutes)**

### Other resources:

Teachers may also modify this activity to use a different simulator available online, such as one available by [En-ROADS](#).