



# Eco-Choices

*Instruction Booklet*

## Goal

The goal of this game is to improve your town ecosystem, keep the citizens healthy and happy and minimize the amount of money you spend.



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# Game Pieces:

## Ecosystem Services Cards



Biodiversity



Air Quality



Human Health



Water Quality

## Money



# Part 1: Your Town

1. Decide on the following roles in your town: Reader, Recorder, Graph-keeper, Reporter, and Banker. Make a nametag for each person with their name and their role.
2. Reader: read the Town Description. *Optional:* Create a town slogan and/or town cheer.
3. Recorder: Fill out the chart on the second page of the Town Description.

4. Graphkeeper: make the first graph. Your teacher will show you how to set up a bar graph using the icons.
  - a. Red cards = pollution or bad health (negative)
  - b. White cards = healthy ecosystems & people (positive)

This will be your 'starting graph'. Make sure to write in the amount of money you are starting with.

5. Reporter: share background information and the first graph with the rest of the class.
6. Get the Town Choices from your teacher.
7. Reader: read the "Town Choices" out loud.
8. Recorder: fill out the "Thinking Chart" as you read through the Town Choices.
9. Decide which choices your town will support
10. Recorder: fill out the "Decision Chart".
11. Have your teacher sign off on the Decision Chart.
12. Banker: go to the bank to get the money you might need (if you are taking a loan), pay for your decisions, and to give or get ecosystem services cards.
13. Graphkeeper: Balance your graph's negatives and positives. (Ex: if you started with 3 red air quality cards and you added 4 white air quality cards, you now have one clean air quality card).
14. Graphkeeper: use the **blue** space to draw the new graph. Write down how much money you have left in your town bank (this can be a negative or positive).
15. Reporter: share the choices you made with the County.



## Part 2: County Map

1. Recorder: Using a wet-erase marker put the first letter of your town on the back of each of these cards. Bring these cards over to the large map, and put them on your town.
2. Graphkeeper: take the cards that are left on your town portion of the map to make a new graph on the **yellow** graph paper.
3. Reporter: share how the town's ecosystem services and human health have changed as a result of everyone's decisions.



## Part 3: County Decisions

1. Banker: Figure out how much money you will make over 5 years.
2. Each person should write down how much money and how many ecosystem cards your town has on the "County Committee Decisions" sheet.
3. In your town, count off. You will now meet with one member from each of the other towns in a 'county committee'. Be sure that each person has a copy of the decisions sheet.
4. In your county committee meeting, you have to decide on one action for the future of the towns in the county.

Remember what your town might support, and what would improve the ecosystem health in your town.

5. Your county committee must decide on ONE proposal to take back to each of your town councils.
6. Share your proposal with the county.



## Part 4: Town Approval

1. Return to your town council group. Discuss the possible plans.
2. Vote, in your group, on which proposal you would like to support.
3. How much money will each town give for the county level improvement?
4. After the decisions, the Graph-keeper should make the final changes on the **green** graph paper.