



## **Learning geoethics: A ready-to-play poster**

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Education is inconceivable without ethics. Geo-education is impossible without geoethics. We distinguish two levels of ethics: First, ethics for the earth; second, ethics for education on ethics for the earth. We argue that the former depends on the latter. Ethics for the earth covers a multitude of dangerous impacts of human activity on planetary life systems: earth's carrying capacity, GHG emissions, Arctic cryosphere, global temperature anomaly, deforestation, pollution, ocean plastic, resource depletion, food insecurity.

The second level is ethics for learning about planetary ethics. Our planet is in dire need of ethical behaviour by all its citizens. The only viable to achieve is through geoethical education. A spectrum of educational methods is used in geoethics to help people learn, and grow up learning, about what is right and wrong in regard to others and the earth. Simulation/games involving geoethics are increasing in numbers and in sophistication, some use computers and the internet.

Our poster presents (a) a ready-to-play geoethical game and (b) an overview of one strand in the spectrum of experiential learning, especially simulations, games, role-play and debriefing.

The objective of our poster is twofold: (a) to provide an opportunity for people to participate, hands-on, in a simple geoethics game, and (b) to provide a glimpse into simulation/games in geoethics.

Geo-conferences (including the EGU) include ever greater numbers of sessions related to experiential learning. Experiential learning is at the heart of much in the geo-sciences. An already large number of simulation/games exist on a wide variety of topics in geoethics. Our poster will mention a few of these.

Come and play. Maybe you will get a small prize.