Geophysical Research Abstracts
Vol. 20, EGU2018-9591, 2018
EGU General Assembly 2018

A Simulation Game about Electricity Supply

Wolfgang Krenn
VBS Wendstattgasse 3, Middle School, 1100 Vienna, Austria (krennwolfgang@hotmail.com)

I introduce a four-staged-simulation game we conduct in an environmental science class in middle school. Its main objective is to find a reliable electricity supply for a small sized city. The first stage is an introductory stage. Its purpose is to provide students enough knowledge on the topic which should enable them to start researching independently. For the research stage students form groups, and they are asked to gather key information on different types of power plants. Researched information will then be shared among all groups for the next stages. In the third stage, the game stage, they are given a highly constructed scenario. Students should find a solution for the main objective, and promote it. For the final stage one of these solutions will be the topic of a debate. Two groups debate the motion whether or not a promoted electricity supply should be built. This game covers three educational goals. First, the students collect information about a complex, but also contemporary issue. Second, they need to draw their own conclusions depending on their research. Third, they discuss their conclusions, thus, reflect their own arguments, and consider opposing point of views on a topic.