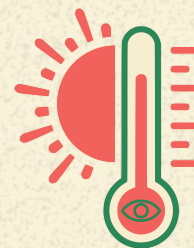


NORTHERN CLIMATE GAME OVERVIEW



Workshop Details

The Northern Climate Game is an interactive card-based activity designed to help learners explore the connections between land use, climate change, and community well-being in Eeyou Istchee. Each deck of cards highlights a different layer of the story: how land is used, the impacts of those practices, the deeper ripple effects, and finally, the actions communities can take. The content is grounded in Cree knowledge, history, science, current and proposed activities across the territory.

As participants sort, group, and discuss the cards, they uncover cause-and-effect relationships and strengthen their analysis, discussion, and advocacy skills. The game encourages collaborative problem-solving and supports a richer understanding of social and environmental systems.



Educational Goals

- Explore the connections between climate drivers, impacts, and adaptation strategies in Eeyou Istchee
- Strengthen understanding of cause and effect
- Encourage discussion, critical thinking, and collective decision-making
- Highlight Cree knowledge and perspectives in climate education
- Support constructive conversations about climate adaptation

Target Audience

- Secondary 3-4-5
- University students
- Cegep students
- Adults

Duration 60-90 minutes

Relevant Courses

Links can be made with most classes and has been given in Science, History, English, Social Science, and Cree Language classes. It can also be organized as an extracurricular activity.

Give the Workshop in Your Class

Find all the necessary material (presentation, cards, instructions) to give the workshop independently [here](https://drive.google.com/drive/folders/1GBQUXFoEQs8vKs2MWCRqx-yi800UkBqR?usp=sharing): <https://drive.google.com/drive/folders/1GBQUXFoEQs8vKs2MWCRqx-yi800UkBqR?usp=sharing>

For more information, please contact :

Killian Abellon, killian.abellon@cngov.ca
Coordinator of Climate Change Monitoring
at the Cree Nation Government

Katia Forgues, katia.forgues@gmail.com
Youth Engagement & Climate Change
Consultant, Game Creator.

