

### Climate is Not a Game!

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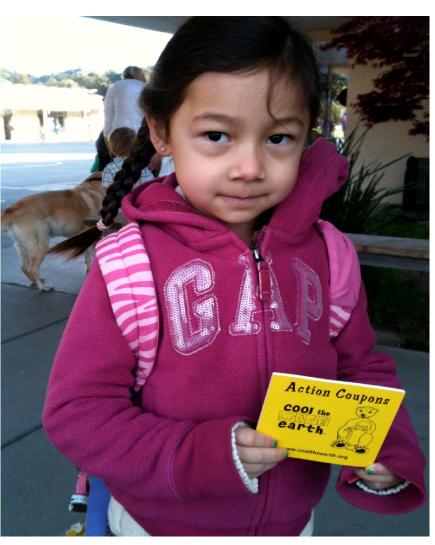
www.cooltheearth.org



# ONLY YOU CAN STOP CLIMATE CHANGE!



## Schools Program Evaluation



Reach: 200,000 kids

300,000 actions

Results: 35% participation of which

1/3 of parents took more

actions beyond program



#### New actions taken during CTE

(and intended to take afterward)

Ener gy Effic ienc y Act ions	# of parent s who did <i>not</i> take this action before CTE	% who took this ne w action during CTE	% who intend to take this new action <i>after</i> CTE
Hom e energy actions			
Adj ust th ermo stat	16	31%	50%
Turn off lights	17	59%	59%
Replace with CF Ls	30	27%	40%
Was h in cold w ater	32	28%	38%
Lo wer wat erheat er	38	18%*	21%
Use powerstrip	47	19%*	28%
Sch edule audit	61	5%	18%
Veh icle fuelactions			
Combine errands	16	25%	38%
Che cktires	33	21%*	27%
Turn engine off when station ary	45	31%	36%
Drive 55	52	12%*	15%
Walk/bike/carpool to scho ol	44	11%	23%

<sup>\*</sup> A sterisks indicate the fivenew actions that were significantly different be tween schools (in every case, more common at River Montessori than at Thomas Jefferson).

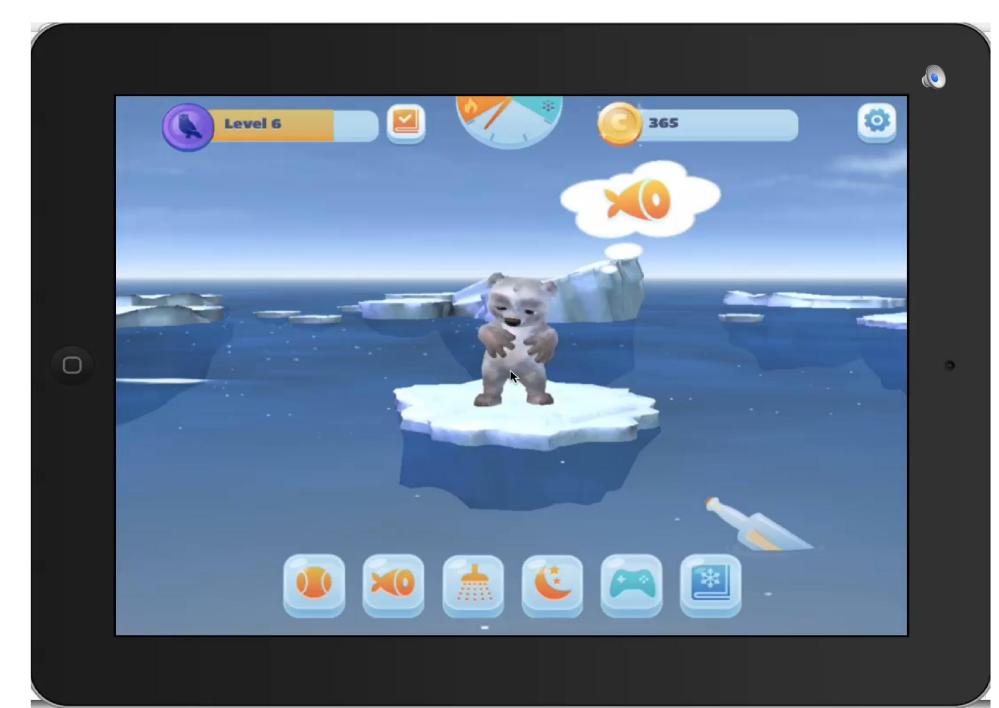
Time Spent with Media, I Time spent using media in a		
	Child Age 5-8 yo	Change in time using media 2011-2013
Watching TV Watching DVDs	:58 :25	< :12 n/a
Playing games on mobile deivce	:15	> :10
Playing console video games	:12	< :04
Playing computer games All the rest	:09 :22	< :06
Total screen media	2:21 per day	

Source: Zero to Eight Children's Media Use in America 2013 A Common Sense Media Research Study, Fall 2013

#### Game Mechanics

Pet Care Game
Mini Games
Real World Action
Parent Engagement
Retention





















#### **OPPPORTUNTIES**

Share game with your constituents

**SPONSOR GAME** 

PARTNER: MAKE IT YOUR OWN

- --BRAND IT! (name, opening screen, email)
- -MISSIONS
- -EMAIL MESSAGES



# Move Over Smokey there's a New Bear in town!



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