I attended the Environmental and Climate Action Education Network of Manitoba (ECAEN-MB) MTS PD Day for several reasons. First, this was the inaugural ECAEN-MB MTS PD Day, and I thought it would be exciting to participate in a professional development event that was being established from the ground up.

In addition, I recently completed a Foundations of Land-Based Learning course as part of my Post-Baccalaureate Degree during the summer of 2026. Through that course, I became familiar with many of the individuals participating in the panel discussion, including my instructor, Dr. Henderson. Having the opportunity to hear from these educators and leaders again, while building on the learning I had already begun through my coursework, made this PD especially relevant and meaningful for me.

- *A few takeaways from the sessions and how you plan to use them in your work*.

I signed up for the session "Green New World" after reading the description and learning that it was a simulation-style game focused on more hopeful approaches to addressing climate change. I am always looking for non-traditional ways to engage students in meaningful learning, so I felt this session would be a good fit.

To begin the session, the creator of the game, Seven Oaks School Division teacher Josh Bergmann, invited us to examine the board's initial setup and ask inquiry-based questions about what we thought the board, tokens, and symbols represented. This activity generated rich discussion among teachers about how the simulation could be used to spark conversations and writing prompts around how global, regional, and individual actions impact both our world and the environment.

I felt the simulation could be effectively used with students who are new to the topic of climate change as well as with students who already have a strong understanding of the subject. However, the learning goals would differ depending on the audience. For students who are new to climate change, the simulation provides many opportunities to explore the science behind climate change and its impacts. Each region in the game has its own emissions levels, GDP, and available actions to address climate-related challenges. These features can lead to meaningful discussions, such as why a government might hesitate to increase taxes or how regions with limited economic resources can contribute to solving a global issue.

For students with a more advanced understanding of climate change, the simulation highlights the complexity of international cooperation and decision-making. Ultimately, the game demonstrates that addressing climate change requires collaboration at both the regional and global levels, emphasizing that meaningful progress depends on groups working together toward a common goal.