

**Figure 7.4: Turn-and-Talk Conversation Cards—
Systems Thinking**

How do you think what happens in your local park affects the animals and plants living there?

Think about the last meal you had. Can you trace the journey of one food item from where it started (like a farm or a tree) to your plate? Who might have helped it along its journey?

Imagine if one part of an ecosystem, like the bees, disappeared. What changes do you think would happen to the other parts of the ecosystem?

Think about the last time it rained. How does rain affect our schoolyard, the streets, and the nearby parks? What happens to the water when it goes down the drain?

If you were a raindrop, what journey do you think you would take through the environment, and how would you impact the places you travel?

How can our choices about what we buy and use every day make a difference to the Earth's health? Can you give an example of a choice that helps the environment?

Imagine a world where every piece of trash we throw away can talk. Pick one item from your trash bin and tell its story. Where does it go, and what happens to it after it leaves your house?

If you could create a game that connects people and nature, what would the game be? How would it be played?