4.1: Tiny Pool and Flux Game Worksheet

Ecosystems include carbon **pools**—different forms of organic carbon and CO_2 —and carbon **fluxes**—processes that move carbon atoms from one pool to another. Carbon fluxes cause pools to get bigger or smaller. You can see how this works by playing the Tiny Pool and Flux Game. This game has a tiny ecosystem that has 10 carbon atoms, two carbon pools (Atmospheric and Organic Carbon) and two carbon fluxes (Photosynthesis and Cellular Respiration).

A. Playing the Game

Here's what you will need besides this worksheet:

- The Tiny Pool and Flux Placemat
- 10 carbon atoms (from your molecule kits, or other counters such as pennies)

Each scenario in the tables below is a different game. Here's how to play:

- You start the game by looking at the numbers for Year 0 in the table. If it has numbers, put those numbers of atoms in the Organic and Atmospheric Pools if there are no numbers, decide how many atoms to put in each pool. Put two different-colored dots on the graph showing how many atoms are in each pool.
- Each game has five turns of one year each. For each turn you:
 - \circ $\,$ Move the numbers of atoms showing in the two fluxes.
 - Record the new numbers of atoms in each pool
 - \circ $\,$ Put new dots on the graph for each pool and connect the dots with lines.

Scenario #1: Balanced Fluxes											
Photosynthesis: 2 carbon atoms/year				Graph Key							
Cellular Respiration: 2 carbon atoms/year				organic pool 🛛 💼				atmospheric pool			
Year	Organic Pool (# carbon atoms)	Atmospheric Pool (# carbon atoms)	10								
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2				ы							
3				l at							
4				۵ ۵							
5				ärt							
What is happening in this ecosystem to the amount of organic carbon?			#								
Find some different fluxes that will produce the same graph:											
Photosynthesis:											
Cellular respiration:							Te	ai 5			



Scenario #2: Unbalanced Fluxes												
Photosynthesis: 2 carbon atoms/year				Graph Key								
Cellular Respiration: 3 carbon atoms/year				organic pool			atr	atmospheric pool				
Year	Organic Pool (# carbon atoms)	Atmospheric Pool (# carbon atoms)	10									
0	5	5										
1				Ś								
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5				arb	5							
What is happening in this ecosystem to the amount of organic carbon?			5 #									
Find some different fluxes that will produce the same graph:												
Photosynthesis:			0 1 2 3 4 5									
Cellular respiration:			Years									

Scenario #3: Crossing lines. Can you choose pools and fluxes that will make the graph lines cross each other?										
Photosynthesis: carbon atoms/year			Graph Key							
Cellular Respiration: carbon atoms/year			orga	nic pool	atmosphe	atmospheric pool				
Year	Organic Pool (# carbon atoms)	Atmospheric Pool (# carbon atoms)	10							
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What is happening in this ecosystem to the amount of organic carbon?		# cai								
Find some different fluxes that will produce the same graph:										
	Photosynthesis:			0 1	2	3 4 5	5			
			Years							

Scenario #4: Your choice. Try your own pools and fluxes and record what happens.												
Photosynthesis: carbon atoms/year				Graph Key								
Cellular Respiration: carbon atoms/year				organi	c pool		atmospheric pool					
Year	Organic Pool (# carbon atoms)	Atmospheric Pool (# carbon atoms)		10								
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1				<i>(</i>)								
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What is happening in this ecosystem to the amount of organic carbon?			# C3									
Find some different fluxes that will produce the same graph:												
Cellular respiration:												
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B. Questions about Patterns

What patterns did you notice as you played the game? Use the space below to explain the patterns you saw in how fluxes can change the sizes of pools (or keep them the same).