Data Collection Worksheet Answer Key

Record starting values

	Round 1	Round 2	Round 3	Round 4	Round 5
Starting Seagrass Health	**14**	**12**	**11**	**5**	**2**
Starting microplastic in sediment	**1**	**3**	**3**	**2**	**1**
Starting Policy Points	**6**	**5**	**5**	**1**	**0**

Record Events & Management Decisions (if made):

	Round 1	Round 2	Round 3	Round 4	Round 5
Events Card	-1 policy point	+1 policy point	-2 health	+3 MP blade	-1 policy point
Management Decision	**SKIP**	Seagrass restoration + 1 health (-1 PP)	Plastic ban –1 MP per turn (-4 PP)	Seagrass restoration + 1 health (-1 PP)	No points left

Record microplastic (MP) inputs:

	Round 1	Round 2	Round 3	Round 4	Round 5
MP added to blades	**0**	**0**	**4**	**3 + 1**	**0**
MP added to sediment	**+4**	**+2**	**0**	**0**	**1**

Calculate Ecosystem Impacts

1. **Light Blocking Penalty** = # of microplastic tokens on blades
2. **Nutrient Blocking Penalty** = # of microplastic tokens in sediment (**starting + new**)
3. **Total Growth** = 3 (baseline photosynthesis) - **light penalty** – **nutrient penalty**

	Round 1	Round 2	Round 3	Round 4	Round 5
Light Blocking Penalty	**0**	**0**	**4**	**4**	**0**
Nutrient Blocking Penalty	**1 + 4 = 5**	**3 + 2 = 5**	**3**	**2**	**2**
Total Growth	**3 – 0 – 5 = -2**	**3 – 0 – 5 = -2**	**3 – 4 – 3 = -4**	**3 – 4 – 2 = -3**	**3 – 0 – 2 = +1**
Adjusted Seagrass Health	**14 – 2 = 12**	**12 – 2 + 1 = 11**	**11 – 4 – 2 = 5**	**5 – 3 + 1 = 3**	**2 + 1 = 3**

Feedback Loop Check:

If Seagrass Health ≤ 7, enter a feedback loop (Lose -1 health per turn even if no new MP is added).

	Round 1	Round 2	Round 3	Round 4	Round 5
Feedback loop? (Y/N)	**N**	**N**	**Y**	**Y**	**Y**
Final Seagrass Health	**12**	**11**	**5 – 1 = 4**	**3 – 1 = 2**	**3 – 1 = 2**