February 6, 2017 version – subject to modification

Adapting to our future: Extreme Weather Events, a Worldwide Energy Revolution and Geoengineering options

Paul Belanger and Phil Nelson OLLI WEST – SPRING 2017 Mondays 1-3 p.m. March 27th – May 15th, 2017

Part 1: Introduction: Climate, weather and extreme weather events

- 1. March 27th: Paul Belanger and Phil Nelson
 - Introduction: Meteorological fundamentals and how it relates to Climate change
 - The carbon dioxide thermostat:
 - How a little bit of exhaust warms the world.
 - Heat waves and distribution of heat.
 - Extreme weather manifested in distribution curves with shifting means.
 - 6-fold ways humans are involved in change
 - o Personal
 - o Family/friends/neighbors/social media
 - o Communities/towns/cities
 - o State level
 - o National
 - o International
- 2. April 3rd: Phil Nelson
 - Too much water.
 - Recent extreme weather events in the U.S. and elsewhere: floods and tropical storms.
 - Event attribution: was that flood caused by climate change?
- 3. April 10th: Phil Nelson
 - Not enough water.
 - Heat waves, droughts, and wildfires.
 - o Round two of event attribution.
 - Migration of humans and biota.

Part 2: Paul Belanger: Worldwide Energy Revolution

- 4. April 17th: Paul Belanger
 - Baseload power: the role of Coal/Natural gas and Nuclear
 - Nuclear options: Fission reactors, Fast-breeder reactors, Fusion possibilities,

- 5. April 24th: Paul Belanger
 - Photovoltaics (PV),
 - Wind
 - Concentrated Solar Power (CSP)
- 6. May 1st: Paul Belanger
 - The myth of baseload; the need for balanced power
 - The energy storage issue
 - battery storage or
 - hydrogen fuel storage
 - other
- 7. May 8th : Paul Belanger and Phil Nelson
 - NREL FIELD TRIP: **TDB I.E TENTATIVE**
 - o PV technology
 - o Storage technology

Part 3: Paul Belanger and Ron Larson: Geoengineering: particularly with respect to biofuels and biochar

8. May 15th:

Geoengineering:

- Solar Radiation management (SRM)
- Carbon Dioxide Removal (CDR) especially Biofuel potential and BIOCHAR