Parliament of Victoria

Consequences table

A consequences table is a useful tool for exploring the possible effects of an action. For each of the hypothetical examples listed in the left-hand column, encourage students to predict an outcome and any flow-on effects. Students can also create their own hypothetical examples, or research actions that have been taken as part of a citizen science project.

The table below has some suggested hypothetical examples and some potential outcomes already filled out.

Action		Possible Outcome/s
Citizen scientists collect data which shows the number of a rare plant found along a popular walking route are declining due to foot traffic.	→	• Signage is put up to make walkers aware of the plants. • Laws are changed to protect the area.
A citizen scientist invites their friends to take part in a 'bioblitz' – an ecological survey of their local parkland that counts the number and types of living things found there.	→	• Scientists have a better idea of how many plants and animals live there. • People's attitudes towards wildlife improves.
A health scientist creates an app that encourages young people to photograph things found in their neighbourhood (e.g., a skate park, seating, parks) and tag these with comments about whether the things make the community healthier or unhealthier.	→	• Scientists have a better understanding of what people think makes a community healthy or unhealthy. • The findings may be used to help design new spaces in the community. • Young people get to share their views.
An environmental scientist who explores bushfires sets up an experiment with farmers to understand how farming affects fire. The farmers help to set-up the question being asked and collect data for the project.	→	• The farmers feel more included in the process. • The scientist develops a more meaningful question to investigate. • The findings may be used to shape how farming is done in the future.