

Find the elements - Treasure Hunt 2.0

A. Main topics

- Critical Raw Materials (CRMs)
- Electronic wastes revalorization
- Urban Mining
- Circular Economy

B. Targeted audience

- Above 10 years old
- Suitable for people with disabilities if no obstacles are present on the pathway



C. Key concepts

- **Learning through playing** about main CRMs present in most common electronic devices

D. Experimental activity

- The game is based on a classic treasure hunt concept. The scope is to find all the selected elements contained in a selected device to open the treasure chest. It can be played indoor, outdoor or combination of both. The outdoor version can be played with the use of the “what3words app” to geolocalize the boxes. Questions and expected level of answers is adjustable depending on the age group and the knowledge level (no specific knowledge background is required). Depending on the complexity, the game should last from 30 min to 1 h. It can be played alone or in teams.

E. Toolkit material

- Game description with the division for different versions (indoor, outdoor, with or without the app)
- Annex with descriptions of the elements
- Annex with questions and answers for different devices

F. RM Tutors

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