

FIND the elements – Treasure Hunt 2.0

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AIM: To make PLAYERS aware of the problem of CRITICAL RAW MATERIALS, ELECTRONIC WASTES REVALORIZATION, URBAN MINING & CIRCULAR ECONOMY.

HOW: By learning information about main **chemical elements, mainly critical**, present in the most common electronic devices, through a funny, challenging and engaging way: a revisiting of the classic **treasure hunt**.

WHERE: Indoor, Outdoor, combined indoor-outdoor. The OUTDOOR version can be played by the use of the **WHAT3WORDS APP** to geolocalize the boxes.

WHO: All, players age 10 to 90, questions and answer can be targeted to the age of the players.

If no obstacles are present in the pathway, open to all, including people with disability.

No specific knowledge background is required.

HOW MANY: No limit, in group or alone

HOW IT LAST: Depending on the complexity, (better 30 min -1 h)

SCOPE OF THE PLAY: To find all the selected elements contained in a selected device to open the treasure chest.