### Summary

#### The Recycling Goose Game

**Target age**
Age 8-13

**Level of difficulty**
- ✔ Easy
- □ Medium
- □ High

**Key words:**
- Recycling, circular economy, linear economic model, urban mining

**Abstract of the activity:**

“The Recycling Game” is inspired by the historic “Game of the Goose” and it is focused on **everyday recycling**. Gaming form of this toolkit offers a relaxing way of introducing and/or strengthening/evaluating knowledge about **everyday recycling** and its importance to economy, environment and as a consequence to sustainable development of modern societies. The game material is prepared for playing in large spaces and it can be played in teams. It is an attractive activity to use during public events where the family groups attend.

**Learning Goals**

- Students learn basic rules of domestic waste segregation
- Students recognise domestic waste as a source of raw materials
- Students develop sense of civic responsibility and team work
### Summary

**Specific Abilities** - At the end of the activity the student will be able to:

- apply the basic rules of domestic waste segregation
- explain importance of recycling

**Cross-curricula Links**

- Ecology/Environment
- Technology
- Economics/Economy

**Prerequisites**

- No prerequisites required

**Time requirement**

☐ 30 min for playing one game

**Instruments**: Six sided large dice, large pawns

**Learning and Teaching Support Materials - What you can find in the toolkit**

1. Teachers’ module 1
2. Appendix 1 with general rules for waste segregation
3. Printable materials necessary for the game construction

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