

## Summary

# RAWsiko - Materials around us Digital Version



	<b>Target age</b>	
	Age 10 and over	
	<b>Level of difficulty</b>	
	<input checked="" type="checkbox"/> Easy <input type="checkbox"/> Medium <input type="checkbox"/> High	
	<b>Key words:</b>	
	Raw Materials; Mineral Extraction; Resource Policy, Sustainable Development.	
	<b>Abstract of the activity:</b>	
	<p>“RAWsiko - Materials Around Us” (RAWsiko - DV) is an educational digital game about the distribution of critical raw materials in the world, their use in the modern technologies and why access to them is pivotal. The players will experience the complexity of the raw material supply that occurs behind some everyday life devices such as smartphones, flat screens and lamps, but also behind the plants for the transition to the renewable energies such as solar cells, wind turbines and electric cars. Students can play both together in organized class-wide game sessions, or on their own free time against friends and family or other people accessing the game remotely. RAWsiko DV is offered in different versions: <b>Online Version</b>, to maximize the compatibility with most of desktop operating systems and web browsers, and <b>Dedicated Clients-based Versions</b>, for maximum performance and stability.</p>	
	<a href="https://www.arraise.com/projects/rawsiko/index.html">https://www.arraise.com/projects/rawsiko/index.html</a>	
	<b>Learning Goals</b>	
	<ul style="list-style-type: none"> <li>• Learn about circular economy and critical raw materials</li> <li>• Understand the distribution of the critical raw materials in the world.</li> <li>• Know the main uses and applications of the critical raw materials.</li> <li>• Be aware of the importance to have access to the critical raw materials for the production of the everyday-life devices.</li> </ul>	

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	<p><b>Specific Abilities</b> - <i>At the end of the activity the student will be able to:</i></p>
	<p><b>Cross-curricula Links</b></p>
	<p><b>Prerequisites</b> - <i>Knowledge and skills necessary for carrying out the activity:</i></p>
	<p><b>Time requirement</b></p> <ul style="list-style-type: none"> <li>At least 30 minutes per game</li> </ul>
	<p><b>Instruments:</b> computers or mobile devices, internet connection (for online play).</p>
<p><b>Learning and Teaching Support Materials - What you can find in the toolkit</b></p>	<ol style="list-style-type: none"> <li>Case study about the correlation between circular economy and critical raw materials.</li> <li>Instructions both for accessing and for playing the digital game (<a href="https://arraise.com/rawsiko/">https://arraise.com/rawsiko/</a>).</li> </ol>
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