

RawMatCards: A game with Raw Materials

A. Main topics

- A Card Game of Raw Materials.
- Raw Materials: Where in everyday life?
- Fast game to learn main background ideas.

B. targeted audience

- 15-19 years old students.

C. Key concepts

- Raw materials main usage.
- Raw materials recognition.
- Where do they come from?
- What makes them critical materials?

D. Experimental activity

- It consists in a board game where two or more teams of students have to guess the uses of each one of the raw materials shown in the cards, in order to complete the "Application Sheet" (as if it was a bingo). This game will be performed through physical cards and with the help of a moderator (who knows the correct answers). At the end of the session there will be a short entertaining quiz (Kahoot!) that will reinforce those concepts that students have learnt.

E. Toolkit material

- Rules to play de game.
- Students' and teachers' cards.
- Application Sheets.
- Kahoot!" quiz (Test: Critical Raw Materials Properties&Uses, User creator: EITRMSchools).
- Informative diagrams and consciousness-raising paper sheet.

F. RM Tutors (UPM, Universidad Politécnica de Madrid)

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