

## 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

- There is a competition where two or more teams of students have to guess the uses of each one of the raw materials shown in the cards. This game will be performed through a phone application and at the end of it, a short entertaining quiz (Kahoot!) will reinforce those concepts that students have learnt at the end of the session.

### E. Toolkit material

- Rules to play de game.
- Students' and teachers' cards.
- Access to "Kahoot!" quiz and the phone application
- Informative diagrams and consciousness-raising paper sheet

### F. RM Tutors

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