







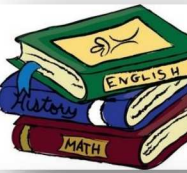



Summary

The Recycling Goose Game



	Target age	
	Age 8-13	
	Level of difficulty	
	<input checked="" type="checkbox"/> Easy <input type="checkbox"/> Medium <input type="checkbox"/> High	
	Key words:	
	<i>Recycling, circular economy, linear economic model, urban mining</i>	
	Abstract of the activity:	
	<p> “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. </p>	
	Learning Goals	
	<ul style="list-style-type: none"> • 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

	<p>Specific Abilities - At the end of the activity the student will be able to:</p> <ul style="list-style-type: none"> • apply the basic rules of domestic waste segregation • explain importance of recycling
	<p>Cross-curricula Links</p> <ul style="list-style-type: none"> • Ecology/Environment • Technology • Economics/Economy
	<p>Prerequisites</p> <ul style="list-style-type: none"> • No prerequisites required
	<p>Time requirement</p> <p><input type="checkbox"/> 30 min for playing one game</p> <p>Instruments: Six sided large dice, large pawns</p>
	<p>Learning and Teaching Support Materials - What you can find in the toolkit</p> <ol style="list-style-type: none"> 1. Teachers' module 1 2. Appendix 1 with general rules for waste segregation 3. Printable materials necessary for the game construction
<p>RM Ambassadors</p>	<p>Authors</p> <p>Lorenzo Forini, CNR-ISOF, lofo1993@gmail.com Eleonora Polo, CNR-ISOF, tr3@unife.it Armida Torreggiani, CNR-ISOF, armida.torreggiani@isof.cnr.it, Renata Lapinska-Viola, CNR-ISOF, renata.lapinska-viola@isof.cnr.it</p>