

# RAWsiko – Materials Around Us

## A. Main topics

- Learning about critical raw materials' distribution on the planet and main applications.
- Understanding the importance critical raw materials can play in current or future geo-political scenarios.

## B. targeted audience

- 10+ years old students (for pre-teen players, the presence/guidance of at least one older player is suggested)

## C. Key concepts

- Students can learn about circular economy and critical raw materials by reading the case study.
- Students can play RAWsiko to understand the distribution of critical raw materials, their main uses and applications, and the importance of having access to them.

## D. Activity

- RAWsiko is a variation on the classic tabletop game “Risiko!”, structured around taking control of critical raw materials in different areas of the world with the goal of having the required materials to fulfil a list of applications. Through the game, players will be able to visualize a good approximation of the real distribution of critical raw materials on the surface of the planet, and to understand why having access to them is so important in today’s world.

## E. Toolkit material

- Case study about the correlation between circular economy and critical raw materials.
- Rules, board and additional materials for playing RAWsiko – Materials Around Us.

## F. RM Tutors

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