







Summary

Find the Elements Treasure Hunt



Target age



Age 12 and over

Level of difficulty

X Easy

☐ Medium

☐ High



Key words:



Critical raw materials; Electronic devices; Critical metal recovery; WEEE; Circular economy

Abstract of the activity:



Find the Elements is and educational game meant to make players aware of the problems of critical raw materials, electronic wastes revalorization, urban mining and circular economy. This is achieved by learning information about some important chemical elements, mainly critical ones, present in the most common electronic devices.

The activity works as a revisiting of the classic treasure hunt. Find the Elements can be played indoors, outdoors or a combination of both.

Learning Goals



- To face new and different kinds of learning
- To address new problems from new areas
- To handle technological tools

Specific Abilities



- To turn idea into action
- To be flexible and work under pressure
- To work and collaborate with other team members
- To plan and manage tasks













Summary

Cross-curricula Links



- Ecology/Environment
- Biology
- Chemistry
- Physics
- Technology
- Social Sciences
- Economics/Economy



Prerequisites

Basic knowledge of chemistry and physics



Time requirement

- □ about 5 hours (learning pathway)
- ☐ 30-60 minutes recommended (Find the Elements game)

Other requirements:

- Safety boxes with combination locks
- Chests with key locks
- Stickers for indicating the paths (indoors version)
- Access to internet connection and GPS (outdoors version)



Learning and Teaching Support Materials - What you can find in the toolkit

- 1. Instructions to organize the game (Module 1 for Teachers)
- 2. Informational sheets to use during the game (Module 1 Student's Cards)
- Extended background information on Rare Earths, WEEE treatment, economics and extraction techniques (Teacher's Card)

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