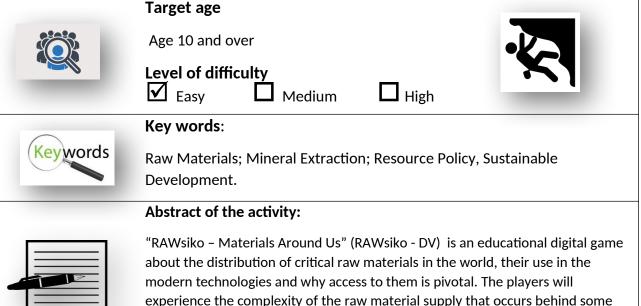




## Summary

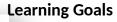
RAWsiko -Materials around us Digital Version





"RAWsiko – Materials Around Us" (RAWsiko - DV) is an educational digital game about the distribution of critical raw materials in the world, their use in the modern technologies and why access to them is pivotal. The players will experience the complexity of the raw material supply that occurs behind some everyday life devices such as smartphones, flat screens and lamps, but also behind the plants for the transition to the renewable energies such as solar cells, wind turbines and electric cars. Students can play both together in organized class-wide game sessions, or on their own free time against friends and family or other people accessing the game remotely. RAWsiko DV is offered in different versions: **Online Version**, to maximize the compatibility with most of desktop operating systems and web browsers, and **Dedicated Clients-based Versions**, for maximum performance and stability.

https://www.arraise.com/projects/rawsiko/index.html



- Learn about circular economy and critical raw materials
- Understand the distribution of the critical raw materials in the world.
- Know the main uses and applications of the critical raw materials.
- Be aware of the importance to have access to the critical raw materials for the production of the everyday-life devices.









## Summary

	<ul> <li>Specific Abilities - At the end of the activity the student will be able to:</li> <li>To know the main applications of critical raw materials in the technological field and for the creation of everyday objects.</li> <li>Understand the economic importance of critical RM for the technology, geopolitical issues, and why critical RM are incredibly sought after and can be the cause for economic and military conflicts</li> </ul>
Contraction of the second seco	Cross-curricula Links <ul> <li>Geography</li> <li>Politics</li> <li>Technology</li> <li>Economy</li> </ul>
	<ul> <li>Prerequisites - Knowledge and skills necessary for carrying out the activity:</li> <li>None</li> </ul>
	Time requirement         • At least 30 minutes per game         Instruments: computers or mobile devices, internet connection (for online play).
	<ul> <li>Learning and Teaching Support Materials - What you can find in the toolkit</li> <li>1. Case study about the correlation between circular economy and critical raw materials.</li> <li>2. Instructions both for accessing and for playing the digital game (https://arraise.com/rawsiko/).</li> </ul>
Authors	
RM Ambassadors	Lorenzo Forini, CNR-ISOF, <u>lorenzo.forini@isof.cnr.it</u> Alberto Zanelli, CNR-ISOF, <u>alberto.zanelli@isof.cnr.it</u> Armida Torreggiani, CNR-ISOF, <u>armida.torreggiani@isof.cnr.it</u> Emilia Benvenuti, CNR-ISNM, <u>emilia.benvenuti@ismn.cnr.it</u>



