

Reuse Activity

- identify opportunities to reduce garbage by making wise choices
- emphasize the hierarchy of 3R activities

Survive-R Game (4-7): *Mighty Matching Game*

IRP outcomes

The students will be expected to:

[SS] Evaluate effects of technology on lifestyles and environments (6)

[PP] Demonstrate responsibility for their choices (4)

[PP] Identify and apply the steps in decision-making process (5)

[PP] Give examples of how people can achieve balance in their lives (5)

[PP] Identify factors that influence their attitudes regarding healthy living (5)

[PP] Predict possible problems associated with particular situations or courses of action (6)

[PP] Practice responsible decision-making (7)

[SC] Determine how personal choices and actions have environmental consequences (4)

Intro: This fun, fast-paced game encourages students to put the 3R hierarchy into action by determining what can be reduced, reused and recycled. The teacher is encouraged to imitate the style of the television show Survivor, if s/he feels comfortable. The Mighty Matching Game is more appropriate for intermediate classes, though it can be adapted for younger students.

Materials:

- two tables (or desks put together) each with the following items (noted here with their matches)

Less desirable choice	Environmentally friendly choice
paper lunch bag	reusable cloth or vinyl lunch bag or lunch kit
paper towel	cloth towel
paper napkin	cloth napkin
juice box	reusable container & frozen juice
plastic bag	reusable shopping bag
plastic fork	stainless steel fork
fruit cup, lid & cardboard	whole fruit (e.g. banana, apple)
plastic sandwich bag small yogurt container (single use/serving)	reusable containers
milk carton or bottled water (single serving)	large carton/jug and reusable bottle
polystyrene (the chemical name for styrofoam) bowl	thermos
polystyrene or paper cup	reusable mug
plastic foil wrapped granola bar	homemade
raisin boxes	bulk raisins in a reusable container
cookie wrapped in plastic on styrofoam tray	homemade baked good

Not Required, But Fun:

- safari style hat
- tiki torches (might fashion out of bamboo poles and bike flashers)
- Survivor poster

Tip: You may want to ask a parent or class coordinator to collect materials

Activity: Set up all activity props and (if keen) tiki torches and Survivor sign. Announce that the class will be involved in a game of wit, wisdom and agility that tests their ability to survive in the land of the 3R's. Have class sit down as if in an audience. Pull on safari hat (if keen) and announce:

"Greetings to you all, and welcome to this week's edition of the Survive "R" Game Show. Before me are the 30 lucky contestants who have been chosen from the thousands and thousands of eager applicants to join me on this beautiful island to outlast and outwit one another! Now many of you may be familiar with this show, but for those who are not, it works like this: Our contestants will be divided into two teams, or tribes, which will compete against one another in a challenge."

Divide class. (If desired, ask groups to name their tribe and write this on a team "flag" -- a coloured piece of paper).

Set up two tables with a variety of items: environmentally-friendly packaging/ containers vs. wasteful packaging/containers. Introduce activity: "Recycling is good. Recycling rather than throwing away the garbage saves precious natural resources, but the process still uses energy and water.

But there is an even better way. This challenge is all about REDUCING the amount of garbage we create by thinking about what kinds of containers and packaging we use in our every day lives. For example, I imagine you all brought a lunch today and that in those lunches, you had all sorts of packages and containers, like sandwich bags, juice boxes and plastic containers. Those kinds of things are all up here on the table. Some of those things can be used more than once, and others get thrown away after just one use."

Here's how the game works: The first student on each team comes up to their team's table and is asked to pick something to pack a sandwich in. The student should chose the object that s/he feels is the best choice for the environment. Think about things that are reusable, or use small amounts of packaging (that means less natural resources were used). Wait until asked to "reveal your choice" then show audience the object you chose. Your team will receive one eco-point for each correct choice. The first student then sits down and the next student comes up and selects something that meets the next criteria on the list (eg. bring juice to school, etc.)" Ask for one student from each team to go to the blackboard and record points for their team.

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Run relay by asking students to take turns coming to the front and choosing:

1. Something to bring your lunch to school in
One point for selecting a reusable bag over a paper bag
2. Something to dry your hands with
One point for selecting a cloth towel over a paper towel
3. A way of bringing juice to school
One point for selecting a reusable container over a juice box, single-serve milk carton or bottled water
4. A way of bringing granola bars to school
One point for selecting homemade granola bars over plastic foil wrapped granola bars
5. A way to buy raisins
One point for selecting bulk raisins over individual raisin boxes
6. A cookie for recess
One point for selecting a homemade cookie over cookies wrapped in plastic on styrofoam tray
7. A cup for a hot drink (tea, hot chocolate)
One point for selecting a reusable mug over a polystyrene or paper cup
8. Something to put your sandwich in
One point for selecting a reusable container over plastic wrap
9. A way of bringing crackers and cheese to class
One point for selecting a reusable container over a zip lock bag
10. Something to bring fruit to school
One point for selecting a whole fruit or a reusable container over a fruit cup, lid and cardboard packaging.
11. A bag to carry home your shopping in
One point for selecting a reusable shopping bag over a plastic bag
12. Something to bring yogurt to school
One point for selecting a reusable container over a small yogurt container
13. Something to wipe your face after lunch
One point for selecting a cloth napkin over a paper napkin
14. A way of bringing noodles for lunch
One point for choosing a thermos over a polystyrene container
15. Something to use to eat your noodles
One point for choosing a stainless steel fork over a plastic fork

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Conclusion/Discussion: Discuss how choices we make effect our homes, schools and earth (which can be viewed as an island on which we all need to survive).

Extension Activities: Have students design a sustainable island paradise where all the islanders' needs can be dealt with in environmentally-friendly ways.

Hold a garbage-free lunch challenge for your class or school. Download the resources at www.crd.bc.ca/teacher