



LESSON PLAN

SCHOOL	Primary School "De Weijerwereld" Boxmeer The Netherlands
THEMATIC AREA	<u>How to create/produce a board game about "Re-use – Reduce - Recycle"?</u>
TEACHER	
SUBJECT	<u>A board game about "Re-use – Reduce - Recycle"?</u>
AGE GROUP (approximately)	11-12 years (primary school min The Netherlands the oldest pupils)
TIME REQUIRED	One hour
PLACE	Classroom
LESSON OBJECTIVES	<ul style="list-style-type: none"> • Enlarge Cooperation • Enlarge skills of discussion • Nature knowledge goals • Critical thinking • Language: formulate accurately
REGULAR LESSONS YOU CAN USE	<ul style="list-style-type: none"> • Language, for translation in English of course the English lesson • Biology • Nature knowledge • Drawing: you can illustrate the game board if you like, create a nice design, of course the pupils will do this!
CLASS ORGANISATION	<ul style="list-style-type: none"> • Pupils work individual • Pupils work in pairs • Pupils work in groups
MATERIALS	Just paper and pencils. For printing the game board paper A3
ICT TOOLS	Just WORD. If you like other software to create a game board
PROCEDURE LESSON PLAN	<ol style="list-style-type: none"> 1. Preparation: First tell/explain the pupils that they are going to make a board game TOGETHER. Every pupils will have input. 2. Every individual pupil has to think one (or two) minute(s) about one positive quote concerning "Environment" and formulate this quote. Focus should be on "How did I give a contribution to "Reduce-Reuse-Recycle". Topic can be "Reduce Waste", "Saving energy" etc. And, the positive behaviour should be rewarded in terms of "Have another throw" or "Go further two (or more) squares"(things like this). Examples: you were shopping and you packed the things you bought in your own bag. You reduced the production of plastic bags. Well done, go on four squares. 3. After the two minutes the pupils form pairs and discuss the quotes they both formulated. So a pair of pupils can have one quote together or two different quotes. This discussion takes maximum 3 minutes.

4. Then two pairs form a **group of four pupils** and do the same. They discuss for **max. 5 minutes** and **formulate all the quotes of the group**. So it can be that such a group has 4 different positive quotes.
5. Then we have **the same sessions**, but now pupils have to formulate **negative quotes**. Again it should take 2-3-5 minutes.
6. So, after let's say 25 minutes (maximum) the pupils did formulate let's say about 15 positive and 15 negative quotes, all rewarded in a positive or negative way.
7. The teacher, a trainee or someone else (one of the pupils?) collects all the quotes, **the positive ones in green, the negative ones in red**.
8. **Before this lesson** the teacher (or someone else) **PREPARED THE GAME BOARD** containing green, red and white squares. You can use tables in **WORD** like this:

Start	1	2	3	4	5	6	7	8
								9
30	31	32	33	34	35	36		10
29						37		11
28		46	47			38		12
27		45	FINISH			39		13
26		44	43	42	41	40		14
25								15
24	23	22	21	20	19	18	17	16

1. Then you write all the quotes here below, positive in green, negative in red. These are the game rules.

2: Quote 1

3: Quote 2

4: Quote 3

etc

2. After this you can print the game and play it.

3. Of course this game can be "used" for different kind of items:

	<ul style="list-style-type: none"> • “Environment in general” • “Environmental behaviour” • “Water” • “Resources” • Etc.
EVALUATION	<p>Ask the pupils about the quality of the discussion.</p> <p>Discussion about the quality of the quotes.</p> <p>Can we play the game? Or do we have to re-organise the rules?</p>
ATTACHEMENTS	--