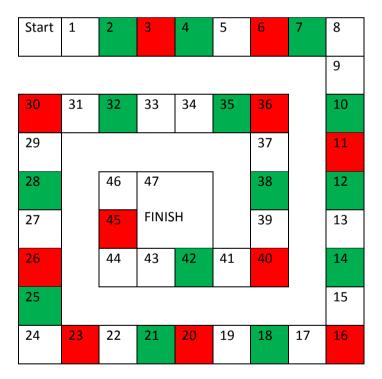




## **LESSON PLAN**

SCHOOL	Primary School "De Weijerwereld" Boxmeer The Netherlands
THEMATIC	How to create/produce a board game about "Re-use – Reduce - Recycle"?
AREA	
TEACHER	
SUBJECT	A board game about "Re-use – Reduce - Recycle"?
AGE GROUP	11-12 years (primary school min The Netherlands the oldest pupils)
(approximately)	
TIME REQUIRED	One hour
PLACE	Classroom
LESSON	Enlarge Cooperation
OBJECTIVES	Enlarge skills of discussion
	Nature knowledge goals
	Critical thinking
	Language: formulate accurately
REGULAR	Language, for translation in English of course the English lesson
LESSONS YOU	Biology
CAN USE	Nature knowledge
	Drawing: you can illustrate the game board if you like, create a
	nice design, of course the pupils will do this!
	Thee design, or educe the papirs will do this.
CLASS	Pupils work individual
ORGANISATION	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	1. <b>Preparation:</b> First tell/explain the pupils that they are going to make a board
LESSON PLAN	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).
	<b>Examples:</b> 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.
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	3. After the <b>two minutes</b> the pupils form <b>pairs and discuss</b> 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 session**s, 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:



- 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> <li>"Environment in general"</li> <li>"Environmental behaviour"</li> <li>"Water"</li> <li>"Resources"</li> <li>Etc.</li> </ul>
EVALUATION	Ask the pupils about the quality of the discussion.  Discussion about the quality of the quotes.
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	Can we play the game? Or do we have to re-organise the rules?
ATTACHEMENTS	