

FIRST CHAIN

Task 0

Needed:

- Paper on the wall with ECOLOGICAL ...
- Letters on the wall (F O O T₁ P R I N T₂)

Game:

Different letters are scattered on the walls of the room. The participants have to find the word "footprint" with the letters. (If they don't see the word that they have to form, there can be given a few hints to help.) They have to find out that the "..." following "ecological" is a missing word, which can be formed with the letters on the walls.

On the reverse of each letter they can read: "exchange me for an assignment". The next letter can only be exchanged once the previous order has been completed. 2 groups can also work on 2 different assignments at the same time. Sometimes the 2 groups will have to work together, other times separately. When all assignments have been completed correctly, the participants will receive the first digit of the lock.

Task 1: F (Food drawing) (blue + red)

Needed:

- Big paper or papers
- Markers

Game:

Red ↔ blue

The game leader tells the word or shows a picture with what should be drawn.

Volunteer of the red group starts drawing. Red group needs to guess what it represents in one minute. If they don't guess it, the blue group can guess for 30 seconds. For the following word, the blue group can start.

1. Brussels sprouts (Belgium) 92km
2. Brie (France) 562km
3. Oranges (Spain) 1.445km
4. Pizza (Italy) 1.463km
5. Sushi (Asia) 5.231km
6. Avocado (Mexico) 9.083km
7. Kiwi (New Zealand) 18.713km

After the drawing: question: Why did you have to draw it in that order?

(expected answer: The distance between the countries and where we live is increasing)

1. 	2. 
3. 	4. 

5. 		6. 	
7. 			

Task 2: OO (Out Of balance) (red)

Needed:

Card with balance game (*annexe 1*)



Game:

This game is for the red group. You see the balances, it's a riddle that you have to solve. Every fruit of the same type weighs the same, so the colour of the fruit doesn't matter. Every apple weighs the same. You have to solve the riddle as soon as possible. (the solution is 3)

Task 3: T₁ (Triangle of food) (blue)

Needed:

On the wall: green, yellow, red paper (+ triangle of food)

Game:

only for the blue group

For this game everyone has to sit on the floor . One of the game leaders will say a kind of food and then turn his back to the group, say 1-2-3 and then say that kind of food again. While saying this, the participants have to crawl forward on their ass.

An example: if the leader says egg 1-2-3 egg you have to crawl forward. If you eat a lot of eggs you crawl to the green paper, if you don't eat it a lot you go to the red paper. If you sometimes eat an egg you go to the yellow paper. While the leader is saying egg 1-2-3 egg , he will turn around but when he turns back and is watching the group, nobody may move any more. When he sees that someone is still moving, that person has to go back to the starting point.

The participants try to reach the chosen colour as soon as possible. When someone has arrived, the game leader gives an explanation.

1-2-3 banana:

Bananas are healthy and nutritious. But as with everything: eat with moderation. It is important to eat bananas with moderation, because they are brought to Belgium by boat. Aircrafts pollute the environment too much. Choose fair trade, then the banana farmers get a fair price.

1-2-3 deep-frozen vegetables

Everyone stands with spread legs scattered around the room and imitates a tree by putting the arms in the air.

The leader of the game appoints one player who becomes a cow. This person will sit in a corner on all fours (on hands and knees).

Another player becomes a local resident of the rainforest. He or she will stand in the opposite corner of the room.

Then the game starts.

The cow crawls under as much legs (trees) as possible. When a cow passes under a tree, the tree also becomes a cow. The local resident has three to five balls (or balls of crumbled paper). From the corner where he stands, he must try to throw the balls at the cows.

When the local resident hits a cow, the cow dies. The local resident has to kill all the cows as soon as possible, so there still remain some trees.

The game becomes funnier when every tree waves its branches and the cows roar as long as they're alive. When a cow dies, it remains silent on its back.

Task 6: I (Ideas for...) (red + blue)

Needed:

2 sheets of paper + pens

Game:

Blue against red

You have to write 5 tips to improve our environment. When you have done, that you can explain them to the others (and discuss a bit about it). Then you have to show them to the game leaders and if they think they are good enough, the participants have succeeded. (for example: "go by bike" is not good enough).

The two groups can make a competition to have the best ideas. The game leaders decide who is the winner.

Task 7: N (No vicious circle) (red + blue)

The letter N stands for 'No vicious circle'.

Both of the teams are going to play this game.

You know that we're all living our lives and we all have our own habits. We know that sometimes it would be better for the climate to change these habits but that's quite difficult because of the society we live in, with our own habits and rules. It's a kind of a vicious circle: if we all used reusable bags instead of plastic bags, more reusable bags would be produced. If we all ate more vegetarian food, meat production would decrease and so on...

We are going to try and break the vicious circle. You can form a circle in the middle of the room and hold each other tight. One of the students has to stand in the middle of the circle and must try to escape to break the vicious circle.

Task 8: T₂ (Take a look in our shoes) (red + blue)

Needed:

Small paper with first number of the lock code
(Extra shoe)

Game

T = Take a look in our shoes.

That's the only thing we can tell.

The first number of the code is hidden in one of the shoes of one of the game leaders. To confuse the participants, another shoe can be somewhere in the room. If it seems too easy, the assignment can be just "Take a look", while the game leaders are walking around showing their shoes.

SECOND CHAIN

Task 9: Mold on food (red)

Needed:

Pictures of food with mold (annexe 3)

Game:

This is a game for the red group.

"Which food is hidden under the mold? "

Hints (only if the participants don't find the solution):

7 is an exotic fruit

8 makes you think of Italy

Solutions:

1. Potato
2. Tomato
3. Bread
4. Coffee
5. Pear
6. Lemon
7. Papaya
8. Pizza
9. cream

Task 10: Which food does the consumer throw away? (blue)

Needed:

- Diagram (on the wall)
- Cards with types of food
- Cards with percentages

= annexe 4

Game:

This game is for the blue group.

The game leaders give to the participants some terms with types of food, and some percentages of how much food the consumer throws away. The participants need to combine the percentage with the correct type of food.

"There is a hint hidden in the room. The colors will help you." (maybe when they are ready, to let them control their answers)

(if they really don't find the diagram: indicate it)

Solution:

Bread: 29%

Vegetables : 16%

Fruit: 15%

Cooked meals: 11%

Meet, fish and birds: 10%

Dairy products: 7%

Desserts and snacks: 7%

Dry food and powders : 3%

Sauces and herbs: 2%

Task 11: Cone game (red + blue)

Needed:

- A cone
- Second part of the lock code, inside the cone

Game:

Food is cheaper if you get it directly from the neighbourhood. As a consumer, the intention is to put the distributor out of the game. At the beginning of the game a food distributor is indicated, and you have to try to drive him out. You must form a circle by holding each other firmly. In the middle of that circle there is a cone. When the game starts, you have to start pulling and dragging. No one should touch the cone. When someone touches the cone, he is out of the game. So, you have to make sure that the food distributor hits the cone; then the game is over.

When the game is finished, the game leaders say :”You already have the second part of the code now!”
The participants need to understand that they can find the number inside the cone.

THIRD CHAIN

Task 12: Cat and mouse (red + blue)

Needed:

a whistle

Game:

This assignment is for both teams.

You can store grain in a dry shed or a silo. You have to ensure that mice can't come to the grain. You can fight mice with poison, but one of the natural enemies is the cat. Play cat and mouse!

Put two players apart. The others stand in rows so that they form a grid. The players are so far apart that they can stretch their arms without hitting anyone else. If everyone looks in the same direction and extends his arms, you get corridors. If the room is too small, stand closer together and the participants stick their elbows out at each other instead of their arms. Now the two players who are not in line walk through the corridors. One is the cat and must tick the other one, the mouse. When the game coach whistles, everyone who is part of the corridors must turn 90° degrees to the left so that the corridors are now in a different direction. You repeat this until the cat is able to tick the mouse. Then two others play the game.

Task 13: World map (red + blue)

Needed:

- World map on the wall (annexe 5)
- Code key, encoded sentences, pictures (annexe 6)

Game

This is an assignment for both teams.

Put the pictures as well as possible on the map. The pictures and the encoded sentences are spread (or hidden) in the room and somewhere on the wall, there is the world map. One part of the group decodes the codes, while the other ones have to think where you will have to put the pictures on the world map. The code to decode the sentences on the back of the pictures is also somewhere on the wall. The pictures have to be put on the right place on the world map. The encoded sentences say what's in the picture and in which continent the picture has been taken. Without decoding the codes is it maybe also achievable to put the pictures on the right place.

Task 14: The ground needs oxygen (red + blue)

Needed:

/

Game:

In this mission, the two groups play against each other.

Each group has to lie on one side of the room and lie next to each other in a row. The idea is that you lie alternately, the first on the belly, the second on hands and feet and so on until the end of the row.

When we sign, at the end of the row someone will start to crawl through it, over the people lying down and under the people sitting on their hands and knees.

When I whistle, those who lie on the floor sit on hands and knees and those who sit on hands and knees lie on their belly, so the person who crawls through it will be stuck and have a hard time getting through it. If the 1st is through at the end, is called by one of us and may the next start. so that everyone goes on once. The team that was the first to be completely through the lane, gets the last number of the number lock.

At the end of this game, the participants receive the last number of the lock code. It can also be hidden somewhere in the room.