

WASTE-FREE FUN!

Games and activities that teach
environmental stewardship



Games for children 6-12 years

GREENPEACE

FIRST... FIVE TIPS

for waste-free fun!



Avoid purchasing new plastic—instead aim to reuse what you have



Seek out durable materials that will last the test of time



Avoid throwing away materials that can be put to new uses



Try going digital instead of using materials that may be discarded later



Use games to reinforce classroom lessons about plastics



GAMES AND ACTIVITIES FOR YOUNG STUDENTS

Students this age are energized by games and eager to learn !

Here are some activities for you to try out in your classroom—they're all fun ways to end a lesson!



'Straws and Bottles' plastic game, developed by Greenpeace Thailand

© Roengchai Kongmuang / Greenpeace



This is an adaptation of the popular game "snakes and ladders." It's a fun way to test your students' knowledge of plastic pollution. This can be played with the entire class or in smaller groups.

Materials needed:

- ✓ Large printout of the playing board ([image link](#))
- ✓ Dice
- ✓ Trivia questions ([sample](#)) adapted for local context or the content of previous lessons. Should include:
 - Questions on plastic
 - Questions on garbage/waste

Steps:

1. Divide the students into four teams. If the board is large enough, have one student per team serve as the playing piece. If not, use pieces from another board game.
2. Have teams take turns rolling the dice to determine the number of spaces they move forward.



3. If the team lands on a plastic straw box, they must move down to the bottom of the plastic straw.



4. If the player lands on the reuse bottle, they move up to the top of the bottle.



5. If the player lands on a question box, the team must answer a question about plastic. If they answer correctly they stay on that spot. If the answer is wrong, they will move back one box.



6. If the player lands on a garbage patch, the must answer a question about garbage. Correct answers mean they stay on the box, and incorrect means one box back.



7. If the player lands on waste baskets, the team must provide an example of an item that can be disposed of there.



8. If the player lands on the turtle, the player will move one step back and lose a turn.

9. The first team to get to the finish box is the winner!



Recycle, Compost, Reuse?



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There are various digital games to test students knowledge of how to identify and correctly dispose of certain plastic and other items. Explore digital versions online or be creative and create something similar on your blackboard!

Materials needed:

- ✓ Computer lab
- ✓ Internet access
- ✓ Links to digital games, such as:
 - [City of Davis Zero Waste games](#)
 - [Recycle Roundup](#)
 - [Turtle Diary](#)
 - [Recycle City](#)
 - [Little Critters](#)

Steps:

1. After a lesson on how to recycle, compost, reuse, and dispose of discarded items properly, consider reinforcing the material through digital games.
2. If your school has a computer lab, give your students a chance to try out some of the games suggested at left.
3. Consider pairing up students so that they can help each other.
4. Finish with a discussion. Which games were the most difficult? What lessons did they learn about what items go where?



PLASTIC!

© Fred Dott / Greenpeace



With a slight modification, the beloved BINGO becomes the thought provoking game **PLASTIC!**

Materials needed:

- ✓ Pre-made game cards with PLASTIC on top of a 7x7 grid- try to reuse materials instead of buying new ones and aim to make them durable so that you can use the cards again.
- ✓ Stones or other small items for students to mark their cards
- ✓ Bottle caps that have a number on one side and one letter from PLASTIC on the other
- ✓ A bag to hold the bottle caps

Steps:

1. Give each student a game card.
2. Shake up the caps in the bag, and remove them one at a time, calling out their letter and number ("P3!" "L7!").
3. The first student to fill up a full line horizontally, vertically, or diagonally calls out "PLASTIC!" They win!
4. After the game, ask students to come up with examples of plastic items that start with each letter of PLASTIC. For each example, have them describe how the item can be avoided or name a sustainable alternative.

