



Call2Nature

“Disconnected” Activity: *Eco-champions!*

PROJECT REFERENCE NUMBER:
2022-1-IT03-KA220-YOU-000085032



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Competence Area	3) Envisioning sustainable futures		
Topic	17. Encouraging problem solving across different factors		
Transversal competence(s)	☒ CRITICAL THINKING ☒ OBSERVATION OF NATURE	☒ SUSTAINABLE DEVELOPMENT GOALS	☒ SENSE OF INITIATIVE
Name of the activity	Eco-champions!		
Learning Outcomes	• Think of environmental issues at different levels • Learn about the complexity of problems looking from different angles • Enhance mu		
Duration	120 minutes		
Recommended group size	4-6 people per group		
Method(s) Used	• Project-Based Learning • Gamification • Dialogue and Discussion • Peer-to-Peer Learning • Arts and Creativity		



Step By Step Description

Introduction

The youth worker introduces a scenario.

In the vibrant town of Ecoville, four young friends – Alex, Maya, Liam, and Sofia – found themselves facing a growing concern about the impact of their daily choices on the environment. Together, they formed the "Eco-Champions," a group dedicated to exploring ways to reduce their carbon footprint and lead more sustainable lives.

One afternoon, the Eco-Champions gathered in Alex's cozy backyard, surrounded by blooming flowers and chirping birds. As they sat on a patchwork of eco-friendly cushions, they began discussing their everyday routines and habits. Maya shared her worry about the excessive packaging used for online shopping deliveries, which led to a mountain of cardboard boxes and plastic waste. Liam mentioned the frequent use of energy-hungry gadgets and appliances that contributed to high electricity consumption in their homes. Sofia expressed concern about the city's transportation system, which heavily relied on gas-guzzling vehicles, resulting in air pollution and traffic congestion.

The Eco-Champions also talked about the impact of their food choices, from the carbon emissions associated with meat production to the excessive use of single-use materials in takeaway meals. They realized that even though they wanted to be environmentally conscious, it was challenging to navigate through the city's convenience-driven lifestyle.

As the sun began to set, the Eco-Champions knew they had a shared mission ahead – finding realistic ways to cut their carbon footprint and make their lives more sustainable. They understood that their individual actions could have a collective impact on Ecoville's future and beyond.

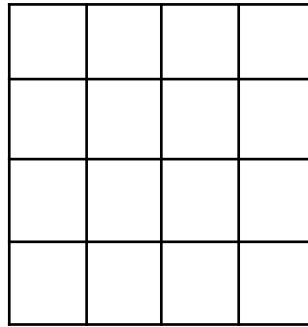
Preparation

The tutor has to read a story scenario, as the one proposed here.

Before the game starts, the trainer prepares a square 4x4 like the following one with the masking tape.



Ideally, you can make it 4 m x 4 m.



The game:

Around the square, position two teams – team A and team B (be creative: ask participants to give themselves a name!). Ideally, each team should simulate the Eco-Champions group. Each team is identified with one colour.

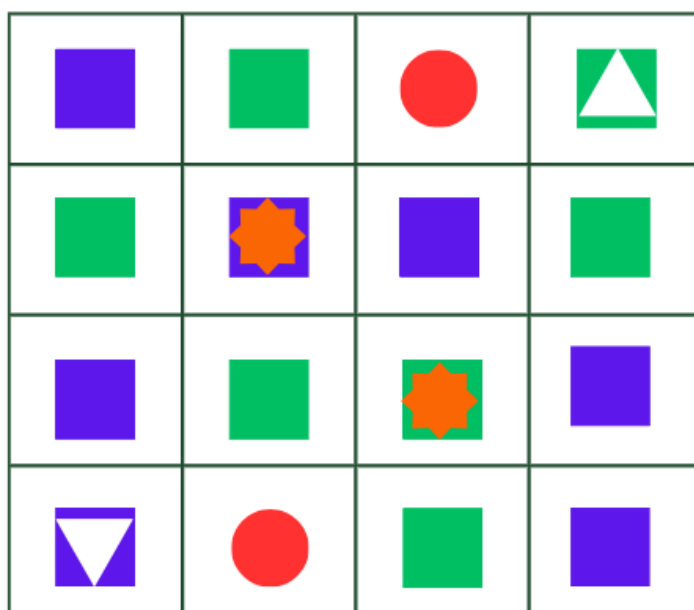
On the squares, position one sticker or card of the same colour. Each post-it should define an action. The stickers must be equal per each team's colour, so, for example, there must be 8 red stickers and 8 blue stickers.

Planning choices on the post-its or on cards should comprehend (you can readapt them according to the scenario):

- 2 X choose a main topic of action: assess local data
- 2 X review their technology habits
- 2 X make sure to have green energy providers
- 2 X find alternatives to their mobility
- 2 X share new practices about food/alternative diet
- 2 X set up an environmental club with others
- 2 X set a social page to engage others
- 2 X Reuse/upcycle materials for what you want to do



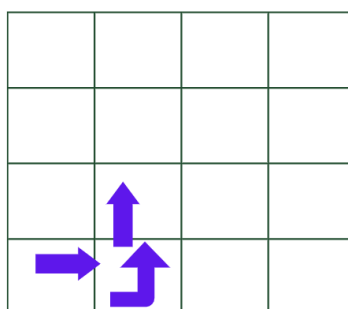
A



B

Instructions:

1. Each team has as possible moves only straight, left, right and turn left or right. For example, if you need to turn left, the moving sequence is: forward, turn left, forward. If you need to go back from the square you are standing in, you need to turn yourself 180° left or 180° right, so it means: turn twice. See the example below.



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2. The moves on the squares depend on the number of the face appearing on the dice.
3. Each team can play simultaneously and can move freely according to point 1.
4. Each team positions a person on the starting square.
5. Two players can occupy the same square simultaneously.
6. The team A has to collect all the stickers of its colour before reaching the final arrival point. Earlier, it cannot touch that square.



7.  symbol means the random element of choice – it stops the moving strategy of the team and gives a random direction. Throw the dice, and if it is odd, it is 'left direction' (so the person on the square has to turn left while remaining on the square), and if is even, it is 'right direction' (so the person on the square has to turn right while remaining on the square)



8.  symbol means: the player has to start again from the departing point



9.  arrival point for team B



10.  arrival point for team A

11. Who wins: the team which collects the most of the stickers in a given time (be flexible!) or which collects all the stickers and reaches the arrival point

The post-game phase:



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	Each team will develop its strategy to respond and reflect to the issues presented by the youth worker in the short story. How will you make the Eco-Champions act?! Each team can sketch the story on a blank paper and tell it.
Required Materials	• Tape mask • Dice • Coloured cards or post-its (two different colours) • Pens/felt pens • White papers
Learning Setting	• Outdoors • Classroom
Activity Evaluation/ Reflection	Tips for the trainer - The hints they have got are to guide their strategy, which is still free and according to their thoughts and ideas to solve the scenario - Ask participants to add further details to the story which make it more credible and logical - Ask participants to structure a planning timeline, defining priorities and possible options that are attached to real life cases. - They have only a limited amount of time to solve or try to solve the case – give time according to your specific training session. Some guiding questions: - Why have you decided that this choice is better than...? - Have you considered that if you do this, then...? - How do you think it is feasible to change one's habit in this time...?



**Useful
Resources
(not
mandatory)**

Ex. videos, websites, tools etc



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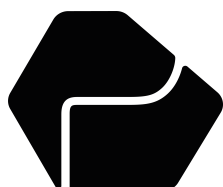
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