



Call2Nature

“Disconnected” Activity: *Natural Balance*

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



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Competence Area	1) Green tech essentials			
Topic	<i>5. Environmental Impact of Tech Usage</i>			
Transversal competence(s)	<input type="checkbox"/> CRITICAL THINKING <input type="checkbox"/> OBSERVATION OF NATURE	<input type="checkbox"/> EMPATHY & RESPECT <input type="checkbox"/> BIODIVERSITY <input type="checkbox"/> SUSTAINABLE DEVELOPMENT GOALS	<input type="checkbox"/> SENSE OF INITIATIVE <input type="checkbox"/> LEADERSHIP	
Name of the activity	<i>Natural Balance</i>			
Learning Outcomes	Improved knowledge and understanding of the harm the harvesting of raw materials and disposal of tech waste has on the environment.			
Duration	60 minutes			
Recommended Group Size	4-6 People			
Method(s) Used	<ul style="list-style-type: none">• Gamification• Arts and Creativity			



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Step By Step Description

- Participants gather in their groups on the beach/natural area and collect stones or rocks. Before beginning the activity, a brief introduction will be made to inquire how much participants know about the strain the usage, production and disposal of tech products has on the world, and the effects it can have on everyday life.
- Participants take turns collecting rocks and/or materials, naming an adverse effect of raw material harvest or tech waste disposal (can be anything from destruction of natural environments, all the way to pollution from the generation of electricity), and adding it to a tower of natural consequences. Upon adding a layer to the tower, participants will discuss how they think this adverse effect can impact everyday life.
- This process will continue until the tower can no longer sustain itself, representing the harm done to the environment through tech development and usage, helping participants gain perspective through insight and analogies instead of lecturing.

Required Materials	<i>Provide a detailed list. For example:</i> <ul style="list-style-type: none"> Stones or rocks
Learning Setting	<ul style="list-style-type: none"> Outdoors Conference Room
Activity Evaluation/Reflection	To evaluate, a simple open discussion will be had as to whether participants felt this activity improved their knowledge and/or empathy on the subject, and if they benefitted from the visual and interactive representation of the harm that is done to the environment every day.



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Useful Resources (not mandatory)

Ex. videos, websites, tools etc



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