

WASTE-FREE FUN!

Games and activities that teach
environmental stewardship



Games for students 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 use



Use games to reinforce classroom lessons about plastics



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



GAMES AND ACTIVITIES FOR YOUNG ACTIVISTS

At this age, students are full of creativity and a burgeoning awareness of the world around them!

Here are some activities for you to try out in your classroom!



Plastic Parody Parade

Teach your students the power of parody by taking popular slogans and sayings and enlisting them in the fight against plastics.



© Pedro Armestre / Greenpeace

Materials needed:

- ✓ Examples of different popular culture slogans or sayings
 - If your class did the [brand audit](#) activity, consider using slogans of the companies you found.
- ✓ Examples of parody slogans
 - Suggestions are available from [Greenpeace](#)
- ✓ Large sheets of fabric
- ✓ Paint and paint brushes
- ✓ Poles/large sticks/branches
- ✓ Scissors

Instructions:

1. Share examples of funny and clever parodies.
2. Brainstorm on slogans and popular sayings. If you did the brand audit activity, encourage your students to come up with mottos for the brands you found.
3. Divide your students into small groups. You can either assign them slogans to parody or let them come up with their own.
4. If they are having difficulty, suggest inserting the word "plastic" into the slogan in an ironic or satirical way (eg. "Is plastic in you?" or "Think plastic").
5. Ask students to create their own plastic parody banner using the paint, fabric, and poles.
6. When the banners are dry and ready, you can have the groups discuss the idea behind their project to the entire class, grade, or even school.
7. Consider organizing a parade to show off your students' work!



R is for REFILL, REUSE, REDUCE... and RELAY!



© Isabelle Rose Povey / Greenpeace

A fast and fun team activity to see who can come up with the most ideas for avoiding single-use items.

Materials needed:

- ✓ Whiteboard or chalkboard
- ✓ Dry erase markers or chalk
- ✓ Timer

Steps:

1. Divide your class into four teams.
2. Across the top of the board, write out the statement: "In order to fight single-use plastic pollution, we can..." as the central statement the teams are trying to tackle.
3. On the board, give each team three columns. They should be labeled REFILL, REUSE, and REDUCE.
4. Instruct students that each team must come up with as many responses to the prompt as they can and categorize them appropriately under the headings.
5. Have the teams line up a couple of metres away from their space on the board.
6. Give each team a marker or piece of chalk. When the starting bell rings, the first student on each team should run to the board, write their idea in the appropriate column, then rush back and hand the marker/chalk to their next teammate.
7. Each round should start and end with the bell. Round lengths are up to you, but consider beginning with a longer round (perhaps one or two minutes) and then getting shorter with each successive round.
8. Continue for as many rounds as you like. The team with the most ideas wins!



'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!

FACTS ABOUT PLASTIC POLLUTION

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DRINK COMPANIES
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