

"Litterland"

Target Level:

High School, for use with elementary grades

Volunteer and community service projects)

Materials Needed:

A variety of handout literature for students' research use

Copy of the "Oh No! Litterbug!" example game sheet for each group

Paper, thin-line markers, scissors, clear laminating paper

A quart. size sandwich bag for each group

Samples of a variety of childrens' games (e.g., board games, card games, etc.)

Summary

Students will research and create entertaining and informative games to teach elementary age students key concepts of litter and litter prevention in a carnival format!

Objectives

Students will demonstrate knowledge of litter and related solid waste management practices. They will develop games for use with elementary age students to fulfill volunteer and community service project requirements.

Background

Using litter materials presently available and widely recommended for use on litter topics - EPA, DEQ, etc., have students do research about "hot" topics in litter and solid waste and develop games.

Also recommend some game books such as "New Games" and others on non-competitive games for students to use as research materials. Students can bring in games that they enjoyed as a young child or ones used by younger siblings.

Procedure

1. Establish a working definition of the word 'litter'.
2. Explain that the students will be providing a community service as they assist with the development of a trunk (or box) of interesting games. These will be aimed toward helping elementary age students understand concepts of litter and its prevention. This trunk might be used by themselves or by others for any number of community celebrations or individual class programs with elementary age students. The community interaction possibilities will be endless once there is a trunk of resource activities developed!

Have students break into several working groups of three to five students each. Explain that the games they will develop can be based on board games (Candyland, Monopoly), television games (Jeopardy, Wheel of Fortune), card games (Go Fish, Old Maid), or classic party games (Pin the Tail on the Donkey) as examples. In short, students should adapt games they feel elementary age students might be familiar with and enjoy.

3. For the purpose of being an idea starter and as an example, give each group a copy of the "Oh No! Litterbug!" game sheet. Help students walk through the development of the activity through review and discussion of the game sheet. Suggestions to accomplish this follow:
 - Note it has a name and any general pertinent information.
 - Ask for the stated Objective. (What is desired for young students to get out of the game? And yes, it does need to be fun too.)
 - Have students determine what familiar card game this activity is similar to. Note that the wording in the rules are adapted from "Old Maid" to make it work as "Oh No! Litterbug!"

Instruct the students to record their group members' names on their game sheets.

4. Have each group make the playing pieces needed for their game. In this case, cards - (52, 4 each of 13 items of litter). Give each group 6 card master sheets and explain that each group should develop a separate deck of cards. Brainstorm possible litter items that might be drawn onto the cards. Note again that each of the thirteen items should have four cards exactly alike. Have art supplies available and allow groups approximately 15 minutes to develop their card decks.