



THE ENVIRONMENT

# “Our sustainable world”

Ref. 20823



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The game comprises 34 cards made from thick, robust, very hard-wearing, high-quality cardboard. The cards contain large real-life images which, by pairing them up, show more sustainable alternatives to help us protect the planet.

Card dimensions: 9 x 9 cm.

The cardboard used is environmentally-friendly and sourced from sustainable forests. It contains a high percentage of recycled material and is 100% recyclable.

## DESCRIPTION OF THE CARDS

The cards are associated in pairs. In each pair there is always one orange card, which shows a less sustainable option, and one green card, which shows a more sustainable alternative. The association between the two needs to be explained, and will be valid provided that the argument is properly justified.

On the back of the cards there is a number suggesting a possible association. If, when making an association, the numbers on the back do not match but the player is able to put forward an argument as to why the green card option is more sustainable than the orange card option, the association is equally valid.

Two illustrations on the back of the cards show a sad planet on the orange cards (the less sustainable option) and the happy planet on the green cards (the more sustainable alternative).

The card pairings work on the following concepts:

1. Disposable plastic packaging – Reusable non-disposable packaging
2. Motorcycle (bigger carbon footprint) – Bicycle (no carbon footprint)
3. Full bathtub (greater water consumption) – Shower (lower water consumption)
4. Private transport (bigger carbon footprint) – Public transport (smaller carbon footprint)
5. Coastal developments (bigger environmental impact) – Preserving coastal areas (lower environmental impact)
6. Plastic bag derived from oil – Paper bag from sustainable forests
7. Construction of swimming pools (greater water consumption) – Natural aquatic spaces such as rivers, lakes, the sea, etc. (zero water consumption)
8. Deforestation by fire – Planting trees
9. Toothbrush with a plastic handle – Toothbrush with a handle made from more eco-friendly materials such as wood from sustainable forests
10. Mixed trash (without separating for recycling) – Recycled trash
11. Vehicles that run on fossil fuels (bigger carbon footprint) – Electrically-charged vehicles (smaller carbon footprint)
12. Packaged food (more waste) – Unpackaged food (less waste)



13. Hygiene products in single-use plastic containers – Hygiene products without containers or in reusable non-disposable containers
14. Non-recycled paper – Recycled paper
15. Aluminium packaging – Paper packaging sourced from sustainable forests
16. Travelling by plane (bigger carbon footprint) – Travelling by train (smaller carbon footprint)
17. Watering with a hose (greater water consumption) – Drip irrigation (lower water consumption)

## RECOMMENDED AGE GROUP

Children aged 3 to 8.

This association game encourages children to make small changes to their day-to-day lives and helps to raise their awareness about the need to contribute through their actions to creating a more sustainable world.

Given its characteristics, this is a great game for adults as well as children.

Educating means helping to improve ourselves as people, and hence the world!

## EDUCATIONAL OBJECTIVES

- To learn about more sustainable options that will help to prolong the planet's life.
- To develop an environmental conscience and foster more sustainable everyday habits.
- To learn that through small actions we can help to protect and preserve the environment, and to understand our individual responsibility in achieving a global objective.
- To acquire the values of respect for the environment.
- To develop the skills of observation and logical reasoning.
- To extend vocabulary related to the images shown on the cards.

## SYSTEM OF PLAY

1. Put the cards into two groups: orange border and green border.
2. Once separated, put the cards with an orange border into several rows.
3. The players then have to associate the cards with a green border with the cards with an orange border based on sustainability arguments.
4. Check the self-correcting system suggested on the back of the cards\*.

\* If, when making an association, the numbers on the back do not match but the player is able to put forward an argument as to why the green card option is more sustainable than the orange card option, the association is equally valid.

