



# Materials in Motion Bingo

## Did You Know?

A Materials Recovery Facility is one step in the recycling process. From your house to making a new product there are lots of steps involved.

Materials in Motion Bingo is the first activity in the Materials in Motion range and is ideal for doing during or after your visit to Gillmoss Recycling Discovery Centre.

This Resource Pack contains an activity with Teachers Notes and worksheet.

### Curriculum Links:

- Design and Technology: Design purposeful, functional, appealing products; evaluate their ideas and products against design criteria; explore and use mechanisms
- Science: Use of Everyday Materials

### Learning Outcome:

I will be able to identify what machines are used to transport and recover my recycling and discuss some of the processes involved in sorting and separating recycling.





# Materials in Motion Bingo - Teacher's Notes

Pupils will play a game that helps them reflect on the broad variety of ways waste and recycling is moved and sorted; and gets them excited about vehicles and machines!

## How to play

- Give a [Materials in Motion bingo sheet](#) to each pupil.
- Ask them to fill the grid with pictures of different machines or vehicles that move waste and recycling; or with the names of the machines or vehicles. Each machine or vehicle must be different from the others on the grid, so encourage pupils to think creatively.
- Demonstrate how to play bingo, ticking off the machines or vehicles as you spot them; shouting "line" when you have ticked off three in a row (or diagonally); and shouting "house" when the card is full. The aim is to tick off lines and/or get a full house as fast as possible.
- The points scoring system on the card is optional. If you are using it, explain the points system and demonstrate how to record and add up scores on the card.
- Pupils can play Materials in Motion bingo when observing the Materials Recovery Facility process at the Recycling Discovery Centre or back in the classroom after their visit.

Options for your visit to the Recycling Discovery Centre (Please inform the Education Officer that you would like to do this activity on your visit so that it will be incorporated).

Before visiting Gillmoss Recycling Discovery Centre, discuss what a Materials Recovery Facility is, and what pupils can expect to see. Show the class images of vehicles and machines that they might see from the Gillmoss website : [link here](#).

- Ask pupils to fill their bingo card with the vehicles and machines they think they will see on their visit. Take the bingo cards to the discovery centre, and play bingo as you explore. Or
- Ask them to fill in their bingo cards during their visit. On returning to the classroom, ask pupils to pair up and compare their bingo cards, ticking off any matches. Or
- Ask them to fill in their bingo cards during their visit with four sights, three sounds and two smells. Or
- Print the bingo card at A3 size, and ask pupils to write three questions about vehicles or machines that they hope to answer during their visit; using the remaining blank squares to draw or write observations that answer those questions during their visit.





### Options for playing in the classroom after their visit.

1. When they are drawing on their bingo cards, ask the children to think about their visit to the MRF and the vehicles and machines they saw. When the cards are complete, play bingo while watching Gillmoss MRF's video <https://youtu.be/FqoAxWAo1gc>
2. When they are drawing on their bingo cards, ask the children to think about how the waste and recycling was moved and sorted. When the cards are complete, invite a visitor into the classroom who came on the trip to the Recycling Discovery Centre. Ask the visitor to describe the journey of waste as they remember it, while the class ticks off the vehicles or machines the visitor mentions on their bingo cards.
3. Print images of the vehicles or machines from the [Materials in Motion Picture Cards resource](#) for pupils to use as inspiration for their drawings.
4. Play bingo by making a pile of the printed images and holding up images selected at random.

After your visit, pupils can use their observations to identify how machines help us to recycle and to come up with suggestions for improvements for the process if new materials are to be collected for recycling. For example if plastic pots are to be allowed in the bin for recycling.



# Materials in Motion Bingo

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Name

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Draw one machine or vehicle in each box.

Tick when you spot one.

Win 1 point if you tick 3 in a row.

Win a bonus 10 points if you tick all the boxes.

Points

