



# Recycling Tag

**Did You Know? Over 75% of what you buy can be reused or recycled but not everyone actively recycles. What happens when we use up all earth's natural resources?**

A game that demonstrates the role recycling has in conserving our earth's natural resources.

An activity that can be done as part of your wider study into the benefits of recycling.

## Key Facts:

In Merseyside & Halton, waste that is put in your normal household wheelie bin (i.e the things that are not collected for recycling) are sent to an Energy from Waste facility. Here the waste is burned and in turn, electricity is generated. Landfill is not used in our area anymore.

## Curriculum Links for these Resources:

- PE: Developing balance, agility and co-ordination, and begin to apply these in a range of activities
- PHSE: Make links between cause and effect.
- Science: Use of Everyday Materials

## Learning Outcome:

I will be able to understand the role recycling has in saving our earth's important resources.





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## Prior Knowledge

- What resources are used to make everyday products. [Use the Resource Match Up Activity.](#)
- Journey of Waste Understanding: recycling means making new products from those thrown away thereby conserving the resource but that sending waste to Energy from Waste process means that the resource cannot be used again.

## How to Play

1. Re-introduce the idea of the different resources used to make everyday products and the journey of your waste (Recycling vs EfW).
2. One participant will play the family that doesn't recycle and wears a dark colored armband (it would be great if the colour of the armband matched the colour of their rubbish bin at home). If the group is large, you can have two.
3. Two to five participants are families that do recycle and wear light colored armbands (or a colour that matches the recycling wheelie bin colour). As a general rule, 1/5 of the class should be recyclers. All other participants are items of waste that can be recycled (items that can go in the recycling bins or can be recycled elsewhere e.g. batteries).
4. The characters that are Items of waste that can be recycled, "burn" when they are tagged by the family that doesn't recycle character. When tagged, they freeze in place until one of the recycling families unfreezes them by walking around them three times. The recycling family unfreezes items of waste as fast or faster than the non-recycling family freezes them.
5. The game has no natural end. You should let participants play long enough to experience the concept, and stop the game well before participants get exhausted or lose interest.
6. To summarize, form a circle and review the resources everyday items are made of and the role of recycling. Encourage students to talk about how they felt during the game, and what they learned.

## Other Options

- To demonstrate that the earth's resources will be depleted and we won't be able to make new products without families recycling, you can allow the non-recycling family characters to tag and freeze the recycling family characters along with the items of waste. The game, and being able to buy and use products, ends when everyone is frozen except the non-recycling family.
- Once everyone is frozen, encourage students to imagine what it might be like to live in the world of the future. What will we buy? How will new things be made?

