



Don't waste! It's better to recycle! Explaining this idea to children is essential, but it can be challenging. Teaching this concept through a game makes it easier for children to understand; this is why Hungry bins was born. Children always welcome news about nature with enthusiasm, and through this game, they will become more aware and learn how to recycle materials to give them new life.

Raising awareness of this issue is one of our responsibilities as adults. Moreover, while today's adults had to first understand, learn and put into practice how to separate waste, today's children were born in an era of greater attention to and respect for the environment. As a result, they are used to seeing different containers for waste sorting at home and school. The good practices of adults, combined with the speed of learning and behavior-acquisition of young children, will make teaching easier.



Besides learning in a fun way how to sort waste to recover raw materials, what other skills does the child develop using Hungry bins?

- Logical thinking and reasoning
- Problem-solving
- Memory skills
- Learning rules and timing
- Observation and categorization
- Linguistic knowledge and skills

This is why we have paid great attention to the choice of colors and images used in the game: to facilitate associations, the colors of the bins are also found on the borders of the discs on which the waste is depicted. In addition, the funny, hungry facial expressions of the bins and the attention to detail make the game eye-catching and able to hold the child's attention.

In short, thanks to the example set by adults, as well as the attention drawn to their own and other people's health, it is possible to aim not only at safeguarding the environment, but also at improving children's quality of life and the growth of more informed and responsible adults.





Additional game modes

1. Guess what it is?

Age: 3 years old and above

Additional skills to develop:

- Logical thinking and reasoning
- Knowledge acquisition
- Conceptual capabilities

Game modes:

Spread out the cards on a surface. The adult then chooses one card to present and, without pointing to it, describes to the child the characteristics of the item depicted. The child identifies the element described and places it in the correct bin.





Additional game modes

2. Hot... potato!

Age: 5 years old and above

Additional skills to develop:

- Logical thinking and reasoning
- Observation
- Motor coordination
- Knowledge acquisition

Rules:

This game requires the participation of two teams.

Game modes:

Divide the children into two teams and place the cards in a bag. In turn, one child from each team draws a card from the bag and, without showing it, shouts out the category to which the item pictured belongs: plastic, glass, paper or compost, and points to a child on the opposing team. The player who is called must respond with the name of an item in that category (e.g., sheet of paper, apple, plastic bag, glass, etc.). It is not necessary to guess the item depicted on the drawn card; it is sufficient to name an item in the same category. If the answer is correct the answering team receives 2 points; if it is wrong, they lose 1 point. The team that first scores 10 points wins.





Additional game modes

3. Watch out for the trash

Age: 4 years old and above

Additional skills to develop:

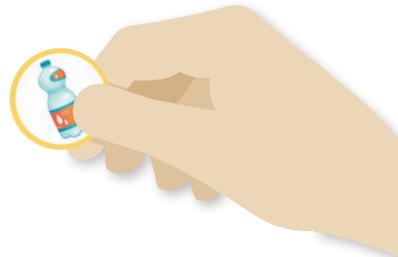
- Logical thinking and observation
- Categorization
- Reasoning
- Conceptual capabilities
- Knowledge acquisition

Rules:

A minimum of two players is required.

Game Modes

Divide the cards into two identical sets. Place one of the two sets inside a recycled container (e.g., shoe or cereal box) and distribute the cards in the other set among the participants. Then the adult draws a card from the container, and the child who holds the same card has to physically search the surrounding area for the object depicted (e.g., for a plastic bottle: the child must point to a plastic bottle in the fridge or to one in the waste plastic can, but for a glass bottle, the child must point to a glass bottle, etc.). Only after having found the right object and getting the adult's confirmation can the player put the card in the right container. They have 1 minute of time in total. The winner is the player who finishes their cards first.





Made with the collaboration of



Dott.ssa Boscolo Federica
PEDAGOGISTA

info@pedagogistaboscolo.it



www.adventerragames.com

