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Plan for Hill Plants:

Play for the Planet is a game for students at A2-B1 level of the Common European Framework of Reference for Languages (CEFR). It is an ideal teaching tool for groups and classes but can also be used at home with friends. The game can be played individually or in teams.

Language aims

 Introduce and practise vocabulary related to the environment: recycling, renewable energy, organic agriculture and food.



Materials

Play for the Planet includes:

- a playing board with 100 spaces
- a dice
- 60 photo cards
- 72 game cards
- an instruction booklet You can use different coloured bottle tops for playing counters.



Rules of the game

Put the playing board on a table, make the dice, distribute the photo cards and place the deck of game cards face down on the table.

The youngest player starts by throwing the dice. The player moves along the board in an anti-clockwise direction. When he/ she lands on a space with for example a **glass container**, the player checks if he/she is holding a card with an item that is suitable for that container. If so, the player continues and throws the dice again. Otherwise, the player stops and play turns to the person on his/her left.

When a player lands on a square with the symbol for a **question**, the opponent on his/her right takes a card from the deck and reads the question out loud. If the player answers correctly, he/ she can throw the dice again and the game continues. If the question is answered incorrectly, the player stops on that space and the game continues with the player on the left. The correct answer is highlighted on each question card.

Along the playing board there are other instruction squares:

STOP = miss a turn, GO FORWARDS = move forwards one space, GO BACK = go back one space, DICE = throw the dice again.

The winner is the first player to reach the finish space.

According to the language level of the group/class, the teacher can adapt the game, choosing to use only the photo cards, and excluding the multiple choice question cards.

List of recycling bins







Organic waste

coffee
flowers
cheese
fruit
meat
fish
bread
eggs
tea
vegetables

Aluminium waste

tin
bag
aerosol spray
lids
aluminium foil
can
small tin
caps
tube
tub

Plastic waste

cup

bottle
bag
jerrycan
detergent bottle
tube
container
basket
tops
pots

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Class Waste

glass phial small bottle

jug

bowl bottle

plate cup

vase

jar

Paper waste

cup envelope

wrapping paper

sheet of paper notebooks

newspapers

magazines

bag box

large box

Recycling

tyres

electrical appliances

loil

furniture

metals

rubble

electronics

batteries and light bulbs

toys

garden waste



Other game ideas

The recycling game

(for 6 players or 6 teams)

The teacher gives the students pieces of cardboard (the same colour and size). The students draw or glue pictures of waste items.

The teacher can ask the students for example to represent various types of fruit, vegetables, cheese, electrical appliances... On each card the students need to write the name of the item.

The more cards there are, the more exciting the game becomes.

The teacher prepares six cards of the same size that represent the five waste bin containers and the recycling centre.

The words that appear on the game cards of **Play for the Planet** and the words on the cards that the students have prepared, must be written on the board.

Hand out at random the five bin cards and the recycling centre card to the six players. Then shuffle and hand out 6 waste cards to each player.

Place the remaining cards on the table.

The aim of the game is to obtain as many cards as possible to fill your waste bin.

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The youngest player starts by looking at the list of words on the board and asking another player for a card.

Example:

'Have you got the jug to put in my glass bin?' or 'Have you got the tyres for my recycling centre?'

If a player has the requested card, he/she hands it over.

If a player receives a requested card, he/she continues play.

If the player doesn't receive a card, he/she must take another card from the deck. If this card corresponds to his/her waste bin, the player can make another request. Otherwise play turns to the next player on his/her left.

The first player to fill their waste bin or recycling centre card with 6 suitable items is the winner.





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