



The **circle** Game

RULES OF THE GAME

PLAY ONLINE ON: FABULA.CONFORM.IT

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The game unfolds along a series of squares that correspond to places in the city such as the park, school, your home. The aim of the game is to move as quickly as possible along the board, to correctly answer the questions and queries proposed, to verify the learning of concepts related to the circular economy.

Each correct answer allows the player to collect recyclable materials. The wrong answer involves the subtraction of materials the player possesses.

The player who manages to save the most and best manages his/her savings at the end of the course so that he/she can create a new product using the recyclable materials earned in the game and thus giving it new life, wins.

The board of the game consists of 40 numbered squares.

STARTING SQUARE:

Each player is given the recyclable materials necessary to carry out the operations required in the following squares and to pay the penalties.

SQUARE:

questions that re-propose the concepts learned in the circular economy education course; for each correct answer given, the player earns a recyclable material that is added to the one he/she already has; for each wrong answer, however, he/she loses material.

The questions are of increasing difficulty:

- ? 1 sheet of recycled paper
- ?? 1 piece of recycled cloth
- ??? 1 stick of recycled wood

OTHER SQUARES:

there are "special" squares in which the player is asked to pay a penalty because he/she did not recycle the materials correctly or to miss a turn, go back or to obtain new materials for his/her recycling project.

GAME COMPONENTS:

BOARD

DICE

PLAYING CARDS:

each square corresponds to a card with a related question. The correct answers for each question are collected in a BOOKLET containing the INSTRUCTIONS of the game and all the answers.



MATERIALS TO LOOK FOR TO CREATE THE COMPONENTS OF THE GAME

Unleash your creativity to search the environment around you for the materials that are useful to build your game. Here are some examples: Cardboard boxes left in front of supermarkets, plastic or metal bottle caps lying around the house, remnants of coloured cardboard used for classroom activities, toothpicks, pieces of wood found in the park, straws, pieces of cloth made from damaged clothing, dry pasta shapes, loose buttons, pebbles, fallen leaves, toilet paper rolls, empty cereal boxes, etc.

TOOLS TO ASSEMBLE THE GAME:

We recommend that you get help in this phase from your parents, from an older brother and sister or from your teachers. Some of the recommended items should be used with caution to prevent the risk of injury. Here is what you need: Scissors, vinyl glue, sellotape, coloured pencils, markers, needle and thread, ruler, etc.

