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ENVIROMENTAL AWARENESS AND STREET GAMES



Cofinanțat prin
programul Erasmus+
al Uniunii Europene



GAME FACT SHEET

NAME OF ACTIVITY

Game of memory

COUNTRY

Italy

AIM

To spread awareness regarding environmental issues and make the game more enjoyable and entertaining at the same time. So that players can gain knowledge regarding the topic while encouraging each other (among players) through the game by discussing which or what kind of action can be taken to avoid natural disasters and to keep our country safe etc..



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EXPLAIN HOW TO PLAY THE GAME (4000 CHARACTERS MAXIMUM)

The memory game consists of a series of illustrated cards, to be placed face down on the table. Players take turns revealing two cards and trying to memorize them, then finding other identical cards and forming pairs. If the cards are the same, the player removes them from the table and keeps them for himself by earning points. At the beginning of the game, all types of cards will be illustrated, each of the pairs represents one natural disaster/environmental problem. The one who managed to have three pairs of cards at first has the advantage of choosing a topic of his choice regarding the environment/environmental disasters with the intention of getting more points (the question requires to ask the participant by choosing one from the following category:

- what action can be taken to prevent or stop that (natural disaster) from happening;
- what activity can be done in a community to keep the city clean;
- what ideas can be taken to encourage others to volunteer;
- Is manifestation worthy of promoting saving our planet
- what can we do individually every day in our life to waste reduction)

Once the question has been asked, he can choose whom to let answer; so that the one who answers will have other points but less than who asked the question (which is going to be half of the questioner's point). If the answer is not correct or not appreciated by the questioner and the group in general, the questioner can decide on another volunteer to answer the question; And the previous participant gets half points same goes for the second participants as well. The game continues until another participant manages to have another 2 pairs/3 pairs of cards (depending on the card left) and proceeds with the questions and the game. To play this game the number of participants required is a total of four people .

How to count the points:

- If collected a pair (10 points)
- two pairs (20 points)
- 3 pairs with collection + bonus question (60 points)
- the one selected to answer (30 points), if the answers are being split (15-15 points to each player)

Selection of the winner :

the one with the most collected cards with the highest points is deemed to be the winner. As per the points, it must be equivalent to 100 or more.

Some suggested ideas to have a memory together at the end of the game:

- singing/celebrating for the winner
- creating a memory together through funny poses (for example the winner poses as a king, the one who got fewer marks like a queen, the lesser than the previous one like a baby, at last, who lost in the game poses like a butler)

EQUIPMENT NEEDED

memory cards and a peaceful, refreshing environment



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TIME/DURATION

20-40 minutes

COVERAGE AREA

NATIONAL

x

REGIONAL

LOCAL

x

WHERE CAN YOU PLAY THIS GAME?

OPEN AIR

x

PARK

x

WOODS

x

SEASIDE

x

MOUNTAINS

x

ON THE PLAYGROUND

WHEN CAN YOU PLAY THIS GAME?

SUMMER

x

WINTER

x

TYPE OF GAME AND PARTICIPANTS

INDIVIDUAL

TEAMS

x

BOYS

GIRLS

BOYS AND GIRLS

x

AGE RANGE

6 – 10 YRS

11- 14 YRS

x

15 – 18 YRS

x

+19 YRS

x



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In order to prevent chaos, to assign each point to the players correctly especially during reward time it's highly recommended to have someone to observe for verifying if the game is played correctly or not; also to make sure whether all the players are having the earned points correctly in case of disqualification and confusion while calculating the points or playing the game.

RVATIOS (IF NECESSARY)