



Finanțat de
Uniunea Europeană
Funded by
the European Union



2023-1-RO01-KA210-SCH-000166517

Environmental Awareness with Street Games

"Join the fun, save our planet!"





ENVIROMENTAL AWARENESS AND STREET GAMES



Table of contents

The project	3
Partners	4
Games - Turkey	5
Games - Romania	15
Games - Italy	28
Games - Bulgaria	39
Games - Hungary	44

The Project

The programme includes activities laying the foundation for implementing the "*ENVIRONMENTAL AWARENESS WITH STREET GAMES*" project, aiming at promoting **sustainable development** of education among students in response to environmental protection challenges.

The overall goal of the project is to **increase awareness and responsibility towards the environment** and promote a more **ecological attitude in the community** through:

-  Non-formal activities - outdoor games
-  Environmental education
-  Awareness of environmental issues
-  Promotion of a sustainable lifestyle
-  Increasing community involvement in environmental protection
-  Generating ideas leading to environmental respect.

Partners



ROMÂNIA
"RADU NEGRU"
TECHNOLOGICAL
HIGHT SCHOOL



BULGARIA
PROFESSIONAL
SCHOOL OF
ECOLOGY AND
BIOTECHNOLOGY
"PROF. DR. ASEN
ZLATAROV"



TURKEY
DUZCE 15 TEMMUZ
SEHITLER ANADOLU
LISESI



ITALY
IL POLO TECNICO
PROFESSIONALE DI
VENEZIA I.I.S.
VENDRAMIN
CORNER



HUNGARY
CREATIVE YOUTH
ACADEMY HUNGARY

TURKEY

Game #1 : 9 Tiles

NAME OF ACTIVITY	9 tiles
COUNTRY	Turkey
AIM	1. To create awareness among children and young people about environmental consciousness. 2. To emphasize the positive impacts related to environmental awareness
OBJECTIVES	1. By using recyclable materials as the tiles or stones in the game, players understand the importance of recycling. 2. Creating awareness about proper waste management related to the materials used. 3. Raising environmental consciousness with an enjoyable and interactive learning experience
HOW TO PLAY THE GAME	Game Rules: 1. The game consists of two groups and is played with a minimum of 6 players. It can be more fun with more players. 2. The starting group for the game is determined by drawing lots. 3. A circle is drawn on the game area, and 9 tile pieces are stacked on top of each other inside the circle. Gameplay: 1. The group designated as "it" gives the task of breaking and stacking the tiles again to the other group. This process is done inside the initially drawn circle. 2. The group not designated as "it" draws a line about 3 meters away from the circle and lines up behind this line. 3. Players try to break the tiles with the ball. When the tiles are broken, the "it" group tries to hit the players of the other group with the ball while the other group tries to lay the tiles without getting hit by the "it."

	4. If the tiles are laid without getting hit by the "it" while being laid, the game continues with the same "it" group. However, if everyone is hit by the "it" with the ball, the "it" status shifts to the other group. 5. The group that lays the tiles earns points each time. 6. If a predetermined point value is set at the beginning, the group that reaches that point first wins the game.
EQUIPMENT NEEDED	9 tile pieces / a ball. (9 flat stones can also be used instead of tiles)
TIME/ DURATION	The group reaching the point predetermined at the beginning first wins the game and the game is over.
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Seaside - On the playground
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	Boys and girls
AGE RANGE	6-19YRS+
OBSERVATIONS	The game consists of two groups and is played with a minimum of 6 players. It can be more fun with more players. 9 tile pieces or 9 flat stones are needed to put them on top of each other.



Game#2: Hide and seek with a ball

NAME OF ACTIVITY	Hide and seek with a ball
COUNTRY	Turkey
AIM	1. To enable students to explore nature and instill an awareness of environmental conservation. 2. To foster students' sensitivity to environmental issues and emphasize the concept of sustainability. 3. To encourage students to exhibit environmentally friendly behaviors and make them aware of environmental impacts.
OBJECTIVES	1. The game is designed to provide students with physical activity. 2. The game is designed to provide students with an enjoyable social experience. 3. The game is designed to improve students' attention and reflexes.
HOW TO PLAY THE GAME	1. Selecting 'It': Prepare small pieces of paper equal to the number of players. Write "it" on one paper and leave the others blank. Mix them up and allow players to pick. The person who selects the paper with "it" becomes the "it" player, while the others are chosen to hide. 2. Placing the Ball: After selecting 'it', one player places a ball on the ground and kicks it as far as possible with their foot. 3. It' Retrieving the Ball: 'It' then goes to the ball, picks it up, and returns backward to the starting point, placing the ball on the ground there. 4. Hiding while 'It' Retrieves the Ball: While 'it' is retrieving the ball, the other players hide. 5. Searching for Hidden Players: The player who placed the ball on the ground begins searching for the hidden players. 6. Returning the Ball: If a player manages to kick the ball without 'it' noticing, 'it' must bring the ball back to the starting point.

	7. Concluding the Round: Once 'it' finds all the hidden players, the round concludes. 8. Choosing the Next 'It': The first player found becomes 'it' for the next round.
EQUIPMENT NEEDED	Ball (Football is preferred)
TIME/ DURATION	///
COVERAGE AREA	Regional
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	Boys and girls
AGE RANGE	6-19 YRS+
OBSERVATIONS	///



Game #3: Jump Rope

NAME OF ACTIVITY	Jump Rope
COUNTRY	Turkey
AIM	1. To create awareness about sustainability and the preservation of natural resources. 2. To begin to understand the importance of protecting the natural environment and using natural resources in a sustainable manner. 3. To begin to observe environmental elements such as vegetation, trees, bird sounds, and so on more closely.
OBJECTIVES	1. To interact with nature and develop a habit of engaging in physical activities outdoors. 2. By using a rope, to learn the importance of using and conserving such materials correctly. 3. To notice natural surroundings because a wide area is needed.
HOW TO PLAY THE GAME	1. The players go out to the garden or a large area. 2. Two students are chosen to swing the rope among the students who will play. 3. A long rope is taken, and the selected students hold the ends of the rope. 4. The other students line up opposite the rope and wait for their turn. 5. When the rope starts to swing in circular motions, the other players take turns jumping over it while saying the following words: <i>Enter a tulip inside / Two foxes in two tulips / Three tulips with difficult jumps / Cover the skirt of four tulips / Our hearts match with five tulips / Six tulips stole my gold Seven tulips ate my meal / Eight tulips wiped my lipstick / We're not home with nine tulips Red boom at ten tulips</i> 6. And if a player touches the rope while jumping, they are eliminated from the game.

EQUIPMENT NEEDED	A long rope swinging comfortably and which is suitable for the players' height
TIME/ DURATION	///
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Seaside
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	Boys and girls
AGE RANGE	6-19 YRS+
OBSERVATIONS	///



Game #4: Colourful Stop

NAME OF ACTIVITY	Colourful Stop
COUNTRY	Turkey
AIM	1. Develop strategic thinking and decision-making abilities as players strategize how to catch the ball 2. Promote physical activity and agility as players move around 3. The game is designed to provide students with an enjoyable social experience.
OBJECTIVES	1. To raise awareness about the importance of outdoor physical activity and play in natural settings. 2. To encourage respect and care for the environment by playing in outdoor spaces and appreciating nature. 3. To foster students' sensitivity to environmental issues and emphasize the concept of sustainability.
HOW TO PLAY THE GAME	1. Before the game starts, one of the players is chosen as "it." 2. "It" tosses the ball into the air vertically while calling out the name of a player. 3. The player whose name is called tries to catch the ball while it's in the air. 4. The player who catches the ball calls out another player's name and tosses the ball into the air vertically. 5. If the player fails to catch the ball, it falls to the ground and the other players run away. 6. The player who dropped the ball shouts "STOP" as soon as he or she retrieves it from the ground. 7. When "STOP" is called, all players freeze in place without moving. 8. The player who called "STOP" names a color.

	9. Other players try to touch the called color. 10. "It" tries to hit the players who couldn't touch the named color with the ball. 11. Players who couldn't touch the named color run away to avoid being hit by "it" with the ball. 12. Players who touch the named color are safe from being hit by "it" with the ball. 13. If all players touch the named color before "it" hits them with the ball, "it" calls out another name. 14. If one of the players who couldn't touch the named color gets hit by "it" with the ball, that player becomes "it," and the game continues in this manner.
EQUIPMENT NEEDED	Ball (Volleyball Ball is preferred)
TIME/ DURATION	///
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Seaside
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	Boys and girls
AGE RANGE	6-19YRS+
OBSERVATIONS	///



Game #5: Dodgeball

NAME OF ACTIVITY	Dodgeball
COUNTRY	Turkey
AIM	1. To use the game as a fun and effective tool to increase environmental awareness. 2. To enable children to learn about environmental protection, sustainability, and the importance of natural resources. 3. To help players gain more awareness about nature
OBJECTIVES	1. Encouraging direct interaction with nature because it needs to be played on natural surfaces. 2. By enhancing teamwork and responsibility skills, to enable players to learn to work together so as to protect and maintain a clean environment. 3. To enable the players to learn to take responsibility for protecting and keeping natural grounds clean.
HOW TO PLAY THE GAME	Game Area and Starting: 1. The playing area is designated by drawing lines on opposite sides. 2. It's important for players not to step out of bounds. 3. After dividing into two groups, the game begins. Gameplay: 1. One group becomes the throwers, while the other group selected by drawing lots becomes the dodgers. 2. The throwing group stands outside the lines, while the dodging group stays inside. 3. The outside group tries to hit the players inside using the ball. 4. Each player hit is out of the game. 5. If an inside player catches the ball in the air, they gain +1 life. Each successful catch adds a new life.

	6. Players can use their lives to bring back players who were hit. 7. When only one player remains in the middle, the throwing group tries to hit them within 12 throws. 8. If the player isn't hit within 12 throws, the middle group wins the game and starts in the middle again. 9. If the player is hit within 12 throws, the throwing group wins and takes the middle position.
EQUIPMENT NEEDED	A flat surface – A ball – A group of friends
TIME/ DURATION	///
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Seaside - On the playground
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	Boys and girls
AGE RANGE	6-19 YRS+
OBSERVATIONS	The game of "Yakan Top" is played with a minimum of 8 people. Because there is a division into two teams, it is important to have an equal number of players. The rules of the game are as follows: The group in the middle cannot step outside the designated line. The throwing group cannot enter inside the designated line.



ROMANIA

Game #1: The Rounders

NAME OF ACTIVITY	The Rounders
COUNTRY	Romania
AIM	Promoting national sports identity, pleasure for movement and harmonious physical development with multiple benefits on the human body, both physically and mentally.
OBJECTIVES	1. Promoting sports heritage and national sports culture, in order to form national identity and winning spirit. 2. Multilateral development of the human body, promotion of a healthy lifestyle, in full harmony with the environment, rationally exploiting the body's natural quenching factors. 3. Developing volitional moral traits – courage, initiative, perseverance, determination – respect (fair play) and the ability to socialize on and off the field.
HOW TO PLAY THE GAME	"Oina"("The Rounders") is a sports game practiced outdoors, on a rectangular field, preferably covered with grass, between two teams of 11 players each (max. 5 reserves) one at beating (roles - to wait, serve the ball, to beat the ball, to wait to run, to run in the lead lane, to wait in the bottom area, to run in the return lane), and the other on catching (3 midfielders, 3 lead bounds, 3 Return bounds, 1 defender who is free to move to the bottom area, 1 frontrunner who is free to move into the batting area). The players of the batting team switch roles throughout the half. Each team has a captain (baci); The second midfielder is often the captain, as he can throw the ball at any opposing player. Team roles change at halftime. The game begins when one player from the batting team throws the ball into the air while another player has to hit it with a wooden stick and send it as far away as possible.

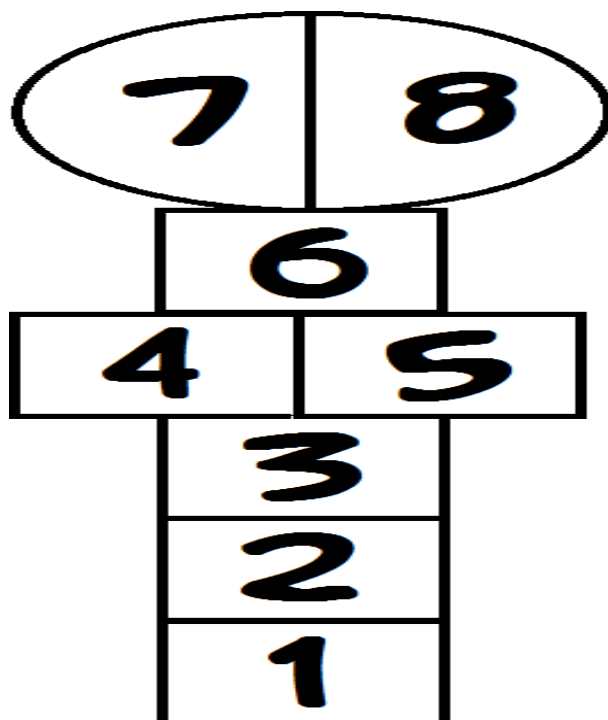
	If the ball is caught by the catching team, the player must run (with or without another teammate) down the lead lane, then down the return lane trying not to be hit by the catching team. If he stops the ball with the palm of his hand, he is not considered "hit". The player is not allowed to catch the ball and must let it go immediately. If the player is hit in the lead lane, he is forced to move to the bottom area. If he is hit in the return lane, he is eliminated from the game. Score given to the batting team: 0 points - when the battered ball lands on the side of the field; 1 point - when the battered ball lands on one of the squares / triangles; 2 points - when the ball passes the back line; Score given to the team in catching: 2 points – when they hit a player running in the lanes. The plot is divided into three main zones: ● area in the game - 70 x 32 m; ● batting area - 5 m, delimited from the area in play by the batting line; ● Bottom area - 5 m, players' safety space, delimited from the area in play by the bottom line.
EQUIPMENT NEEDED	The stick (made of hardwood, beech, ash, etc.) is used by the team's players when batting when hitting the ball and by the two team captains, when choosing the field; It has the shape of a cone trunk, 90-100 cm long, 5 cm in diameter at one end and 3.5 cm at the other end. For children, the cane will be 75-80 cm long, with a diameter of 4 cm at one end and 2.5 cm at the other end. The ball - is spherical, made leather (8 equilateral triangles), filled with horse, cattle or pig hair, diameter 8 cm, circumference 25 cm, weight 140 gr. (seniors) and diameter 7 cm, circumference 22 cm, weight 100 gr. (children). https://youtu.be/NB-foMc3UwA
TIME/ DURATION	A game has two halves, with a 5-minute break between them. An inning lasts as long as all the players of the batting team move on to the actual "beating" of the ball with the stick.
COVERAGE AREA	///

WHERE CAN YOU PLAY THIS GAME?	Sports facilities
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Masculine - Teams
AGE RANGE	11-19YRS+
OBSERVATIONS	The game is being practiced from the 14th century. According to chronicles and charters of the time, it was first mentioned in documents in 1364, during Vlaicu Voda's reign. Spiru Haret, considered to be the father of "The rounders", brings radical transformations in the game, giving it the character of a sports game. Through the "Education Reform" of 1898 and other ministerial decisions, he introduced the compulsory practice of "The rounders" in schools of all grades. <i>«Oina can bring a new life to Romanian school, being an admirable means of physical education, the true type of Romanian sports game»</i> (Spiru Haret) On May 9, 1899, the first national sheep championship was held in Bucharest, the winner being the team of Nicolae Bălcescu High School from Braila. The Romanian Rounders Federation was founded in June 1932. In some parts the game is also played by girls, under the name "oiniță"



Game #2 : Hopscotch

NAME OF ACTIVITY	Hopscotch
COUNTRY	România
AIM	Promoting networking skills in organized ad hoc groups, stimulating outdoor physical activity and encouraging the development of all types of intelligence (linguistic, musical, logical-mathematical, spatial, body kinesthetic, personal and social).
OBJECTIVES	1. Awareness of the importance of protecting the environment by practicing outdoor activities 2. Development of children's motor skills and abilities, attention and concentration, in order to promote a healthy lifestyle 3.Stimulating multiple intelligences, encouraging the spirit of competition and fair play.
HOW TO PLAY THE GAME	Hopscotch is a classic game that can be practiced both outdoors and indoors, if we have enough space and a little goodwill. The minimum number of players is two, not having a maximum number. Obviously, the more players there are, the longer it will take. To play hopscotch we need a stone with which to throw to hopscotch, a place (smooth and without potholes) on the asphalt and chalk to draw playing space. Depending on the area, it can look different ways, it can be longer or shorter, more complex or simpler. In all cases the idea is essentially the same: a few boxes numbered ascending starting with the number 1.



The boxes have to be walked from 1 to 8 and then back to 1. Whoever manages to go through them all first, wins. However, the game continues until all players manage to go through hopscotch. If the stone falls outside or on the line of the box you go to retrieve your stone and give way to the next player. In the fortunate event that the stone fell into the little house where you had to jump on one leg, from square to square without touching a line. If you hit the line or, worse, jump out or into another square, you give way to the next player. It is worth mentioning that where there are two squares in the same row, you have to jump one square in each square. With a little house before the square where the stone is, you stop, stand on one leg and try to take the stone. If you succeed, you go back to the beginning and throw a stone at the next house.

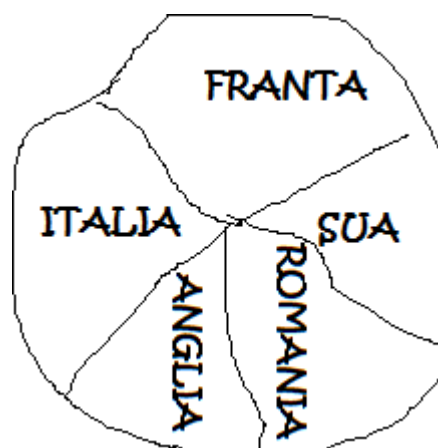
EQUIPMENT NEEDED	Chalk, stone
TIME/ DURATION	Until a winner is designated
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Outdoor - Park - Sports facilities
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Individual - Mixed
AGE RANGE	8-12 YRS
OBSERVATIONS	



Game #3: Countries

NAME OF ACTIVITY	Countries
COUNTRY	Romania
AIM	Promoting networking skills in organized ad hoc-groups, stimulating outdoor physical activity.
OBJECTIVES	1. Awareness of the importance of protecting the environment by practicing outdoor activities. 2. Development of children's motor skills and abilities, attention and concentration, in order to promote a healthy lifestyle. 3. Stimulating competitiveness, respect for the opponent and game discipline.
HOW TO PLAY THE GAME	On the asphalt, a large circle is drawn with chalk that will be divided into equal zones for each participant. Then, each player chooses a country: Romania, Italy, Bulgaria and so on. In each area of the circle, the name of the country is written down, and players take their place according to the country they have chosen. The player who starts the game enters the center of the circle and while throwing the ball up, shouts out the name of a country. The player who heard the name of the country of his choice called out will have to catch the ball, while the others will run as far away from him as possible. When he catches the ball he has to shout STOP, and then everyone stands still. From where he is, the person who caught the ball is allowed to take three steps in any direction he wants and try to aim a player with the ball. If he manages to hit him with the ball, half of the area in the circle representing the country of the hitter will be cut off. If he fails to hit him, half of his country will be cut off. The game continues with the player whose country name has been called and who now enters the circle and shouts a new country name.

When the surface of a country has both halves cut, the player playing with that country will exit the game. The last player left in the game wins the game.



EQUIPMENT NEEDED	Chalk, ball
TIME/ DURATION	Until a winner is designated
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Outdoor - Park - Sports facilities
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Individual - Mixed
AGE RANGE	11-19YRS+
OBSERVATIONS	



Game #4: Rope

NAME OF ACTIVITY	Rope
COUNTRY	Romania
AIM	Promoting networking skills in organized ad-hoc groups, stimulating outdoor physical activity and encouraging the development of all types of intelligence (linguistic, musical, logical-mathematical, spatial, body-kinesthetic, personal and social).
OBJECTIVES	1. Awareness of the importance of protecting the environment by practicing outdoor activities. 2. Development of children's motor skills and abilities, attention and concentration, in order to promote a healthy lifestyle. 3. Stimulating multiple intelligences, encouraging the spirit of competition and fair play.
HOW TO PLAY THE GAME	Students are divided into two groups (preferably with balanced physical qualities). The teams sit on either side of the string in a row. Students are distributed in equal numbers girls/boys or mixed and homogeneous in terms of motor skills (to avoid an unbalanced confrontation) and will provide the grip with both hands, on the rope segment reserved for the team. A line is drawn between the two teams. The middle of the string will be marked by tying a distinctive sign (scarf or colored adhesive tape), which, at the beginning of the game, will be located next to the mark/object placed on the ground Hold one end of the string at a time, and the rest of the team will sit in the back, catching the front one by the middle. At a signal from the instructor, both teams shoot hard. The team that crosses the line first will lose. 

EQUIPMENT NEEDED	Chalk, stone
TIME/ DURATION	Until a winner is designated
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Outdoor - Park - Sports facilities
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Individual - Mixed
AGE RANGE	6-16 YRS
OBSERVATIONS	



Game #5: Ducks and hunters

NAME OF ACTIVITY	Ducks and hunters
COUNTRY	Romania
AIM	Promoting networking skills in organized ad hoc groups, stimulating outdoor physical activity.
OBJECTIVES	1. Awareness of the importance of protecting the environment by practicing outdoor activities. 2. Development of motor skills/abilities and distributive attention, in order to promote a healthy lifestyle. 3. Stimulating competitiveness, respect for the opponent and game discipline.
HOW TO PLAY THE GAME	Game description: Two players (hunters) are placed on opposite sides of an imaginary rectangle, inside which are spread out the other players (ducks). The "hunters" must hit the "ducks" by throwing a volleyball towards them, and the "ducks" must move in such a way that they are not touched by the ball. Each "hunter" will try to hit the "ducks", after recovering the ball thrown by his teammate. Hit players are eliminated, winning the last players (ducks) who remain in the game. They thus become "hunters", and the game continues. Hunters need to throw the ball only from behind a marked line on the ground. When hit, the "ducks" can be eliminated or lose one in the three lives with which they started the game. Minimum space required: L – 8 m; L – 4 m Number of participants: 6 – 30 https://www.youtube.com/watch?v=KSomElhUV8k
EQUIPMENT NEEDED	Volleyball; chalk/cones
TIME/ DURATION	Until a winner is designated
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Outdoor - Forest - Mount - Sports facilities
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Individual - Mixed

AGE RANGE	11-18 YRS
OBSERVATIONS	Option 1: The game can also take place with the recovery of "lives" by players who catch the ball in their hands before it touches the ground. Option 2: The game can also be played with two balls, the hunters throwing the balls simultaneously or consecutively. Option 3: The game can also take place with four "hunters" placed on four sides of an imaginary square inside which the ducks sit.



ITALY

Game #1: Capture the flag Earth friendly

NAME OF ACTIVITY	Capture the flag friendly
COUNTRY	Italy
AIM	The aim of this game is to save the Earth through a competition between two teams representing five of the most serious environmental problems and their five possible solutions.
OBJECTIVES	1. The environmental solutions team must collect an higher score than the environmental problems team. 2. When the Earth flag calls for help to defend itself from one of the environmental problems, the corresponding solution must try to save the Earth from the problem.
HOW TO PLAY THE GAME	One player represents the Earth, he has got a symbol on his t-shirt and he keeps a colored flag in his hands. In front of him there are two teams each composed by five players facing each other. Every player has got a symbol on his t-shirt. Team 1 - Environmental problems: Pollution (1), Plastic pollution in the seas (2), Climate change (3), Biodiversity loss (4) and Overfishing (5). Team 2 – Solutions: To move on foot or by bike (1), To use more glass and cloth bags (2), Renewable energies(3), Biodiversity conservation (4) and Marine protected areas (5). The Earth player calls a number from 1 to 5 keeping the flag in front of him. Every player who has the called number must run towards the Earth, try to steal the flag and escape to his place without being touched by the other player. The winning player brings 3 points to his team. The game goes on until one of the two teams reaches 15 points.
EQUIPMENT NEEDED	One colored flag, one symbol for the Earth player and 10 symbols for the players of the teams (SEE THE ATTACHED DRAWINGS).
TIME/ DURATION	From 15 to 20 minutes.

COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods - Seaside - Mountains - On the playground
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Teams - Boys and girls
AGE RANGE	6-19 YRS+
OBSERVATIONS	

Game #2: Game of memory

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..
OBJECTIVES	///
HOW TO PLAY THE GAME	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
TIME/ DURATION	20-40 minutes
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods - Seaside - Mountains
WHEN CAN YOU PLAY THIS GAME?	- Summer - Winter
TYPE OF GAME AND PARTICIPANTS	- Teams - Boys and girls
AGE RANGE	11-19 YRS+
OBSERVATIONS	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 discalculation and confusion while calculating the points or playing the game.



Game #3: Fish and plastic

NAME OF ACTIVITY	Fish and plastic
COUNTRY	Italy
AIM	The aim of the game is not to get caught by the opponent.
OBJECTIVES	By playing this game you can understand the sad reality of nowadays, of how fish involuntarily eat plastic, mistaking it for food.
HOW TO PLAY THE GAME	The players must divide into pairs. Once the cups have been formed, one player must remain standing, while the other player crouches with his back to his partner. After being placed on the playing field you choose 2 players who will start the game. One of the two players chosen will be the “plastic”, while the other player will be the “fish”. The aim of the player in the “fish” group is to run after the player in the “plastic” group. The player in the “plastic” group when he is tired of running can touch the shoulder of one of the players standing on the field, doing so the player squatting in front starts running away from the “fish”. During the course of the game there may be changes, that is, the roles are reversed and whoever was chasing will have to run away. When the player from the “fish” group manages touch the player from the “plastic” group, the roles as previously written are reversed.
EQUIPMENT NEEDED	Players and a spacious place.
TIME/ DURATION	The game doesn't have a time. Players can chose when to stop playing.
COVERAGE AREA	Regional
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - On the playground
WHEN CAN YOU PLAY THIS GAME?	- Summer - Winter
TYPE OF GAME AND PARTICIPANTS	Boys and girls
AGE RANGE	6-19 YRS+
OBSERVATIONS	///

Game #4 : Treasure hunt

NAME OF ACTIVITY	Treasure hunt
COUNTRY	Italy
AIM	Enviromental awareness
OBJECTIVES	1. Enjoyment; 2. Teamwork and awareness of the environment
HOW TO PLAY THE GAME	One of the most debated issues in our days is pollution;there are still too many people who do not realize how important it is to take care not only of themselves but also of the world around them. One of the most worrisome causes of the degradation of the atmosphere is the reckless cutting of the Amazon rainforest, done to obtain timber and new space for monocultures; the failure to absorb carbon dioxide from what is called "The Lung of the World" contributes to worsening air conditions and turning the natural greenhouse effect into a serious danger to human survival. Time and again, plastic pollution has been mentioned as one of the worst contributors to water pollution, a material that takes centuries to completely degrade; tons of plastic and microplastics end up in the oceans every year: bottles, bags and any other object made of plastic endanger our ecosystem. Yet the remedies would be there: surely we need to use biodegradable materials, limit the use of this material, use natural cleaners, such as those based on lemon or white vinegar. In addition to reducing the use of polluting materials, however, it is certainly useful to try to put back into circulation those products that can be reused,or to recover those materials (containers, packaging) that worked can be transformed into new products, thus acquiring a new life (with only 37 aluminum cans for example, one can build a coffee maker). To make this virtuous process possible, it is essential that consumers learn to distribute their waste in the appropriate containers, so as to allow the recovery of material that would otherwise end up in landfills or incinerators , a cause of air pollution. It has become imperative to raise people's awareness of these issues: play can help them acquire good habits in a natural and fun way from an early age. The "treasure hunt" is a very fun game that children and adults enjoy: proposing it in an ecological key could provide an opportunity for

people to learn through play the basic rules of proper waste disposal.

1. the game organizer should hide the selected objects in hidden spots in the garden or inside premises, if the treasure hunt will take place indoors

2. He/she will have to associate with each object a riddle or information that will help to find the next object, step by step, until the "treasure" is found

3. He will collect the names of the participants, transcribe each one into a slip of paper; mix the slips into a container and then draw one at a time to form two teams.

4. Each team will be identified by a number (1 and 2) 5. and will each be led by a leader, chosen by their group

6. The organizer, after explaining how the game works, will give each leader a copy of the first riddle

7. Each leader will consult with teammates to guess the first object and then run with them to find it

8. the hiding place should recall the object: for example, an ashtray will make people think of cigarette butts, a notebook will recall the ballpoint pen, a glass cup a bottle...

9. When a team has found the hiding place , the leader, will place his or her team number on the object and take it with him or her; he or she will also take a copy of the new riddle to search for the next object;in the hiding place will remain the other copy available to the opposing team, which can then set out to find the next object

10. Each object found is worth one point

11. Upon reaching the finish line (a chest containing lots of candy), the two teams will face a final test: the participants will have to place the collected objects in the correct waste containers (small boxes each marked with a type of waste).

12. The organizer will check that the objects have been placed in the correct containers: each correct placement will be worth one point;for each wrong placement he will take away one point

13. The sum of the points of the objects and those due to their correct placement will designate the winning team.

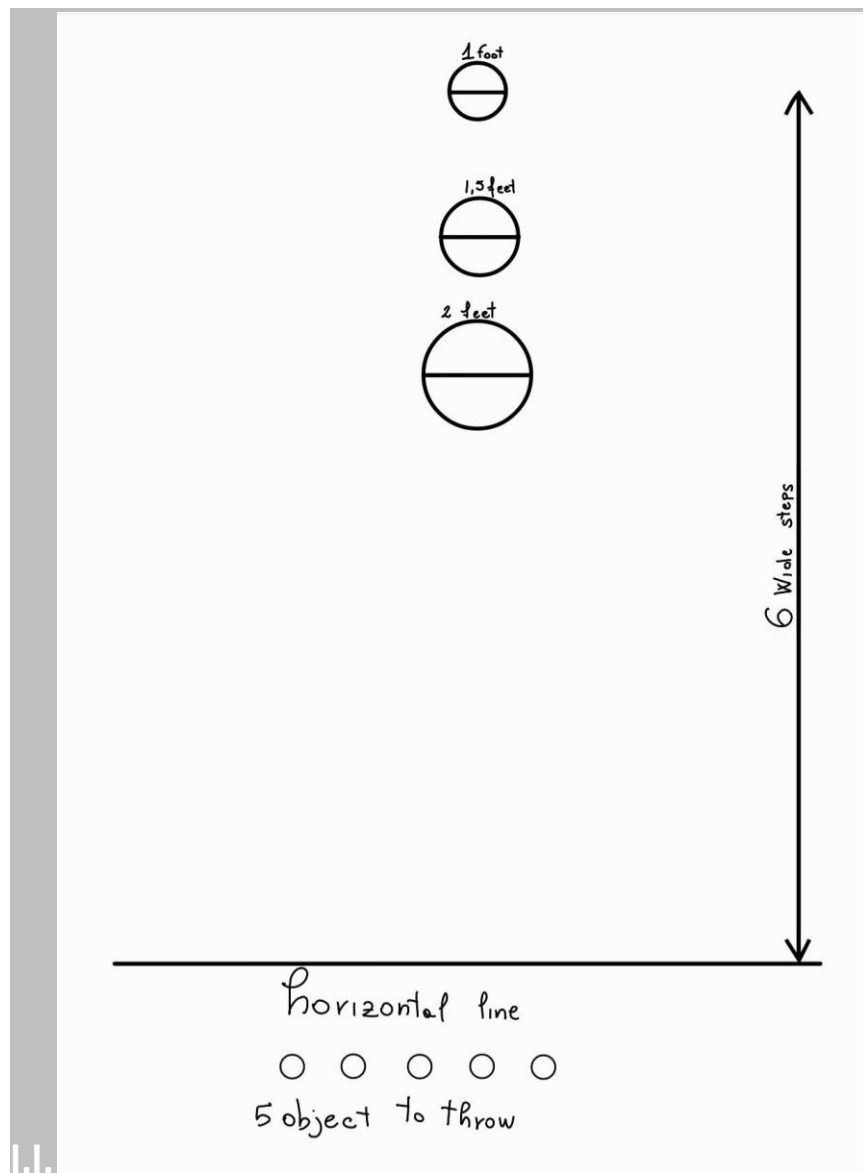
14. At this point the organizer will open the "treasure chest": the prize may be as many chocolate eggs (Kinder with surprise inside): each team will receive as many eggs, as many points accumulated

	15. OF COURSE THE ORGANIZER WILL HAVE SPARE COCOLATO EGGS SO THAT NO ONE IS LEFT EMPTY-HANDED AT ALL. 16. duration one hour to one and a half hours
EQUIPMENT NEEDED	Materials needed: items can be substituted with others, depending on their availability 1. Beverages in glass bottles, plastic bottles and cans 2. cigarette butts 3. chewing gum 4. paper, cardboard 5. banana or orange peels 6. blister packs of tablets 7. CDS 8. toys. 9. twigs 10. Ballpoint pen 11. cuddly eggs or the candies 12. treasure box 13. papers and pens to fill in the slips the waste containers 14. the tetrapak milk container
TIME/ DURATION	An hour or an hour and a half
COVERAGE AREA	- National - Regional - Local
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods - Mountains
WHEN CAN YOU PLAY THIS GAME?	- Summer - Winter
TYPE OF GAME AND PARTICIPANTS	It is a teamwork, both girls and boys can play the game
AGE RANGE	6-19 YRS+
OBSERVATIONS	///

Game #5: Throwing a stone

NAME OF ACTIVITY	Throwing a stone
COUNTRY	Italy
AIM	The aim of the game is to get the stone or the pine cone or the cork (or any similar shaped object) into the hole or into the furthest basket, as it is worth more points. understanding that a game can be generated from anything.
OBJECTIVES	1. Score as many points as possible 2. Have fun
HOW TO PLAY THE GAME	Each team must have as many objects to throw as there are members. Draw a line on the ground horizontal to the field, which will identify the limit point where you can throw. From the horizontal line you need to create the field by counting 6 wide steps from the line, and then create a hole with a diameter of one foot. It is necessary to create 2 more holes one step apart from the other in a straight line composed of the perpendicular passing through the midpoint of the horizontal line and the most distant hole. The 2 new holes will therefore be 5 paces and 4 paces from the horizontal line. They will increase their diameter by half a foot compared to the previous one. i.e. the hole 5 meters away will have a diameter of 1.5 feet while the one 4 meters away will have a diameter of 2. (a size 44 foot is recommended). Once the field has been built and the teams have been created, we proceed to play. rock paper scissors decides who goes first. The 3 holes are respectively worth 50, 30, 20 starting from the furthest one to the closest one. Each team member throws all their ammunition. The score is calculated. The team that scores the most points wins. If you use preserve jars, just decrease by 1 step. Positioning them 5 steps away from the horizontal line. Since all the vases have the same diameter, the vases are positioned parallel to the bottom line. The value of the vases will be 40.
EQUIPMENT NEEDED	5 per person of any small object with considerable weight (such as a stone or a pine cone). If it is not possible to dig the holes, a preserved jar or a bucket can also work.
TIME/ DURATION	Indefinite
COVERAGE AREA	Local

WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods - Seaside - Mountains - On the playground
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Teams - Boys and girls
AGE RANGE	6-10 YRS
OBSERVATIONS	It is recommended to use natural objects, to avoid wasting cards it is preferable to keep score on the ground.



BULGARIA

Game #1: Bird Watching Bingo

NAME OF ACTIVITY	Bird Watching Bingo
COUNTRY	Bulgaria
AIM	Enriching knowledge about the local fauna.
OBJECTIVES	///
HOW TO PLAY THE GAME	Provide participants with bingo cards featuring local bird species. They can explore the area to spot and mark off the birds they see. The first person to complete a row or card wins a prize.
EQUIPMENT NEEDED	Cards with bird species, markers, binoculars (optional)
TIME/ DURATION	1 hour
COVERAGE AREA	- National - Regional - Local
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods - Seaside - Mountains
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Individual - Boys and girls
AGE RANGE	11-19 YRS+
OBSERVATIONS	

Game #2: Eco Scavenger Hunt

NAME OF ACTIVITY	Eco Scavenger Hunt
COUNTRY	Bulgaria
AIM	Using leftover eco-friendly materials. Recycling. Building recycling habits and reusing materials.
OBJECTIVES	///
HOW TO PLAY THE GAME	Create a list of eco-friendly items for participants to find in your local area. Divide the participants into 2 teams. Give them 30 minutes for each team to find all their materials. After the time expires, the teams are not allowed to search for more materials. When they collect their objects with them they have to come up with a composition (it can be a puzzle or some kind of art installation or model) and realize it within 15 minutes. The team that finishes first wins the competition.
EQUIPMENT NEEDED	Eco – friendly items (such as paper materials, natural materials, recycling items)
TIME/ DURATION	45 min
COVERAGE AREA	Local
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods - Seaside - Mountains
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Teams - Boys and girls
AGE RANGE	11-19 YRS+
OBSERVATIONS	

Game #3: Recycle Relay Race

NAME OF ACTIVITY	Recycle Relay Race
COUNTRY	Bulgaria
AIM	Teach people about proper recycling practices in a fun way.
OBJECTIVES	///
HOW TO PLAY THE GAME	Set up a relay race where participants have to sort recyclables into the correct bins as quickly as possible. Divide the participants into 5 teams. Make 5 long corridors and place obstacles. At the end of each corridor, place bins for separate waste collection. At the beginning of each corridor, place a pile of different types of waste. Competitors must correctly sort all the waste from their pile. The winners are those who complete their task first. If someone makes a mistake while sorting, they have to repeat the tour and put the waste in the right place.
EQUIPMENT NEEDED	Recycle bins, different type of waste, cones
TIME/ DURATION	Without a fixed time
COVERAGE AREA	Local
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - On the playground
WHEN CAN YOU PLAY THIS GAME?	- Summer - Winter
TYPE OF GAME AND PARTICIPANTS	- Teams - Boys and girls
AGE RANGE	6-19 YRS+
OBSERVATIONS	

Game #4: Green Trivia Challenge

NAME OF ACTIVITY	Green Trivia Challenge
COUNTRY	Bulgaria
AIM	Enrichment of knowledge related to environmental protection.
OBJECTIVES	///
HOW TO PLAY THE GAME	Divide the participants into several teams. Prepare several stations. In the first, the participants have to collect pieces of a puzzle. At the second, they have to arrange the puzzle. In the third, they have to find and place objects related to the puzzle picture. The game starts with environmental questions for each team. for each correct answer, the team gets a piece of the puzzle. When they collect all the parts, they go to the second station. there they have to arrange their puzzle as quickly as possible. When they are ready, they go to the third station, where they have to place objects related to the picture from the puzzle. The more objects they place, the more points they will have. The winner is the team that finishes first and has collected the most points.
EQUIPMENT NEEDED	Questions with environmental topic, puzzles, related objects
TIME/ DURATION	Without fixed time
COVERAGE AREA	- National - Regional - Local
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods - Seaside - Mountains - On the playground
WHEN CAN YOU PLAY THIS GAME?	- Summer - Winter
TYPE OF GAME AND PARTICIPANTS	- Teams - Boys and girls
AGE RANGE	6-19 YRS+
OBSERVATIONS	

Game #5: Clean-Up Crew Competition

NAME OF ACTIVITY	Clean-Up Crew Competition
COUNTRY	Bulgaria
AIM	Building habits for cleaning the environment and maintaining cleanliness in nature
OBJECTIVES	///
HOW TO PLAY THE GAME	Divide participants into teams and challenge them to clean up a specific area, such as a park or beach, or different areas in your town. Set a time of 1 hour. The team that collects the most litter or recyclables within a set time wins a prize.
EQUIPMENT NEEDED	Trash bags, gloves
TIME/ DURATION	1 hour
COVERAGE AREA	- National - Regional - Local
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods - Seaside - Mountains
WHEN CAN YOU PLAY THIS GAME?	- Summer - Winter
TYPE OF GAME AND PARTICIPANTS	- Individual - Teams - Boys and girls
AGE RANGE	11-19 YRS+
OBSERVATIONS	

HUNGARY

Game #1: Environmental Scavenger Hunt

NAME OF ACTIVITY	Environmental Scavenger Hunt
COUNTRY	Hungary
AIM	This game is a fun and engaging way to teach participants about environmental issues. The game can help participants to understand the importance of protecting the environment. The game can inspire participants to take action to protect the environment.
OBJECTIVES	1. Divide participants into teams of 2-3 people. Give each team a scavenger hunt list with 10-15 clues about environmental issues. The clues should be designed to get participants thinking about the different ways that their actions can impact the environment. 2. Set a time limit for the scavenger hunt, typically 30-45 minutes. 3. Once the time is up, have each team return to the starting point. The team that has found the most clues correctly wins the game.
HOW TO PLAY THE GAME	Clue Examples: What is the largest source of greenhouse gas emissions in the United States? What are some ways to reduce your carbon footprint? How can you conserve water? What are some things you can do to reduce pollution?

	What are some endangered species? What are some things you can do to help protect endangered species? What is recycling? How can you compost? What are some things you can do to reduce your waste? Additional Tips: Make sure the clues are challenging but not too difficult. Give teams a map or directions so they can easily find the locations of the clues.
EQUIPMENT NEEDED	This game is very low cost to produce. The only materials needed are paper, markers or crayons, and prizes (optional).
TIME/ DURATION	30 to 45 minutes
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park
WHEN CAN YOU PLAY THIS GAME?	- Summer - Winter
TYPE OF GAME AND PARTICIPANTS	- Boys and girls - Teams1
AGE RANGE	15-19 YRS+
OBSERVATIONS	

Game #2: Eco-Challenge: Save the City!

NAME OF ACTIVITY	Eco-Challenge: Save the City!
COUNTRY	Hungary
AIM	This is a fun and active street game designed for groups of children or teenagers to learn about environmental issues and solutions.
OBJECTIVES	1. Divide players into teams. 2. Explain the environmental challenges in each zone. Give each player a paper bag. 3. The game starts with all players standing outside the city.
HOW TO PLAY THE GAME	Round 1: Clean Up! (Waste Zone) Players have 2 minutes to collect as many pieces of drawn-on trash as possible in their bags. Round 2: Reduce, Reuse, Recycle! (Recycling Zone) Players have to sort drawn recycling symbols (or imaginary ones you call out) into different piles for proper recycling. Round 3: Power Up! (Energy Zone) Players perform energy-saving actions like jumping jacks or jumping through hula hoops (if available) for a set time. Round 4: Be a Nature Guardian! (Conservation Zone) Players silently stand near drawn trees, pretending to plant new ones or watch over animals. Between Rounds: Teams take turns navigating through the Pollution Zone. They can hop over squiggly lines or hold their

	breath while walking through them (depending on age and difficulty). Discuss the environmental challenges faced in each zone after each round. Winning Teams earn points for completing actions in each zone. Points can be awarded for the amount of "trash" collected, correctly sorted recycling, energy-saving actions performed, and time spent protecting the Conservation Zone. The team with the most points at the end wins!
EQUIPMENT NEEDED	• Sidewalk chalk (different colors) • Small paper bags (one per player) • Recycling symbols cut out of construction paper (optional) • Prizes (optional: small toys, candy, etc.)
TIME/ DURATION	3-4 hours
COVERAGE AREA	Local
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Teams - Boys and girls
AGE RANGE	6-18 YRS
OBSERVATIONS	

Game #3: Nature's Balance: The Biodiversity Bazaar

NAME OF ACTIVITY	Nature's Balance: The Biodiversity Bazaar
COUNTRY	Hungary
AIM	This game focuses on the importance of biodiversity and the interconnectedness of ecosystems.
OBJECTIVES	1. Gameplay: divide players into two groups: "Nature Protectors" and "Environmental Threats." Nature Protectors take turns drawing construction paper/felt shapes representing different species. Their goal is to create a diverse and balanced ecosystem on the sheet. Environmental Threats take turns drawing tokens representing environmental threats. They place these tokens on top of species shapes on the sheet. 2. The Game Loop: after each player's turn, discuss the impact of the drawn element (species or threat) on the ecosystem's balance. Nature Protectors: Explain how their chosen species benefits the ecosystem (e.g., bees)
HOW TO PLAY THE GAME	Winning: There's no strict winner. The goal is to have a thoughtful discussion about the importance of a balanced ecosystem and how human activities can impact it. After several rounds, discuss ways to mitigate environmental threats and promote biodiversity in real life. Optional Rules: Set a time limit for each round. Introduce "solution tokens" (green colored) that Nature Protectors can use to counteract

	environmental threats (e.g., planting trees to combat pollution). Award points for creating a diverse ecosystem or successfully mitigating threats.
EQUIPMENT NEEDED	- Large sheet (tarp or tablecloth) spread on the ground - Colorful construction paper or felt cut into various shapes representing different species (trees, fish, insects, birds, etc.) - multiple shapes per species - Small tokens or pebbles (different colors for different "threats")
TIME/ DURATION	3-4 hours
COVERAGE AREA	Local
WHERE CAN YOU PLAY THIS GAME?	- Open air - Park - Woods
WHEN CAN YOU PLAY THIS GAME?	Summer
TYPE OF GAME AND PARTICIPANTS	- Teams - Boys and girls
AGE RANGE	6-18 YRS
OBSERVATIONS	

Game #4: Eco Hunt

NAME OF ACTIVITY	Eco hunt
COUNTRY	Hungary
AIM	Raise awareness about environmental issues in the local community. Encourage teamwork and collaboration. Promote responsible waste management and resource conservation. Spark curiosity and exploration of the local environment.
OBJECTIVES	///
HOW TO PLAY THE GAME	Preparation: Divide players into teams. Hide clues related to environmental topics around the designated playing area (e.g., park, neighborhood streets). Examples of clues could be: A picture of a recycling symbol with a missing material type. A riddle about a local endangered species.

	A fact about the impact of littering on the environment. A question about sustainable practices. Gameplay: Teams race to find the hidden clues, solve the riddles or answer the questions correctly. Each correct answer earns them points. Bonus Challenges: Introduce optional challenges to incorporate physical activity and encourage responsible behavior, such as: Picking up a certain amount of litter along the way. Identifying different types of trees or plants. Taking photos of sustainable practices in the community.
EQUIPMENT NEEDED	Pens and paper for each team Clue cards with riddles or questions Bags for collecting litter (optional) Cameras for taking photos (optional)
TIME/ DURATION	30 to 60 minutes
COVERAGE AREA	National
WHERE CAN YOU PLAY THIS GAME?	Park
WHEN CAN YOU PLAY THIS GAME?	- Summer - Winter
TYPE OF GAME AND PARTICIPANTS	Teams
AGE RANGE	11-19 YRS+
OBSERVATIONS	