Dear teachers:

This board game was developed by Studio SaJo in cooperation with Dewathang Primary School and Garpawoong middle school. Studio SaJo is a student waste management project that is part of the Problem Based Learning South Asia initiative which is co-funded by the Erasmus+ Programme of the EU. The project took place in spring 2020 as a cooperation of Aalto University, Finland and Jigme Namgyel Engineering College (JNEC) of the Royal University of Bhutan. We want to express our gratitude for the great help we received from Khem P. Thapa, Dechen Lhamo and Dorji Wangmo, the countless students who have tested the game and the great support from JNEC and Aalto University.

This board game was designed for Garpawoong middle schools and shall assist you in teaching waste-management in a fun way. It is tailored to the Samdrup Jongkhar district and is printable to allow easy access and diffusion.

As the game is printable, it needs some work from you - but feel free to include the help of your students. Below you will find the materials you would use under optimal conditions, but feel free to improvise with what is available to you.

Printable templates:

- Board (A3)
- Cards: People; Health and Environment; Materials; and Waste Management (A4)
- Instructions (A4)

Materials needed:

- 18 A4 (thick) paper sheets
- 1 normal A4 paper
- 1 A3 paper
- Cardboard, preferably in A3 size
- 1 token per two players

Instructions:

- Print one board on an A3 paper for 4-10 students and glue it to cardboard. Preferably use adhesive spray.
- Print the cards on thick paper:
- o Glue and cut the final cards (use adhesive spray if available).

Tips:

- Make sure to stay around while your students play to assist them if necessary.
- Play outside. Draw a similar track as on the ground and let the students be the tokens.

Finally, we want to explicitly encourage you to modify the game in the way you see fit. You are the expert and know your students best. Feel free to add questions and be creative – there are some empty cards which you may use as a template. In case you are located outside the Samdrup Jongkhar district, have a look at the stakeholder cards - these will need adjustments. We do not claim any rights to this board game, so feel free to copy, imitate and adjust - this game was created for YOU and we want it to be spread.

In case of any questions or need assistance - feel free to contact us under https://www.instagram.com/studiosajo/or_mona.fritz@aalto.fi

Have fun and best regards! Studio Sajo

The Waste Dragons Game

Overview

Players: 2–3 per team, in total max 10 players

Age: middle-school Playing time: 25–70 mins

This is an interactive game where players gain knowledge about waste management in Bhutan in a fun way.

Components

- 1 board
- 1 deck of cards
 - The deck is divided into different topics identified by different patterns on the cards: waste management, materials, health and environment and people
- 5 tokens
- A pen and paper

Setup

- Set the board on an even surface.
- Put the differet cards sorted by topic/pattern next to the board.
- Divide yourselves into teams that each have 2 to 3 players. Each team picks a token and places it on the "Start here" circle on the board.

Cards

- Question cards: Read the question out loud to the team on your left without revealing the correct answer. If the team guesses the right answer, they get to move on the board the amount of points written on the card. Sometimes there is an option to request a tip if the team doesn't know the answer to the question. If they request it and there is a tip on the card, read it out loud. If the team answers correctly after the tip, they get the amount of points written after the tip and move on the board accordingly.
- Action cards: Hand the card to one person in the next team without reading it and without showing it to the other team members. The person that receives the card does as the card says.
- Event cards: Read the card out loud and move the token as it says.

How to play

1st round

- The youngest player picks a card from any cards on the deck.
- There are three different types of cards in each pattern. Do as described above depending on the card type.

2nd round

 The pattern of the field your token is placed on determines the card you will get next, i.e. if your field is striped your next card will be also striped – a people card.

Determining the winner

The team that reaches the finish line wins.

Ideas for modifying the game

- Draw on the ground a similar track than the one on the board. Players can act as tokens.
- Add questions/actions/events that you find interesting.



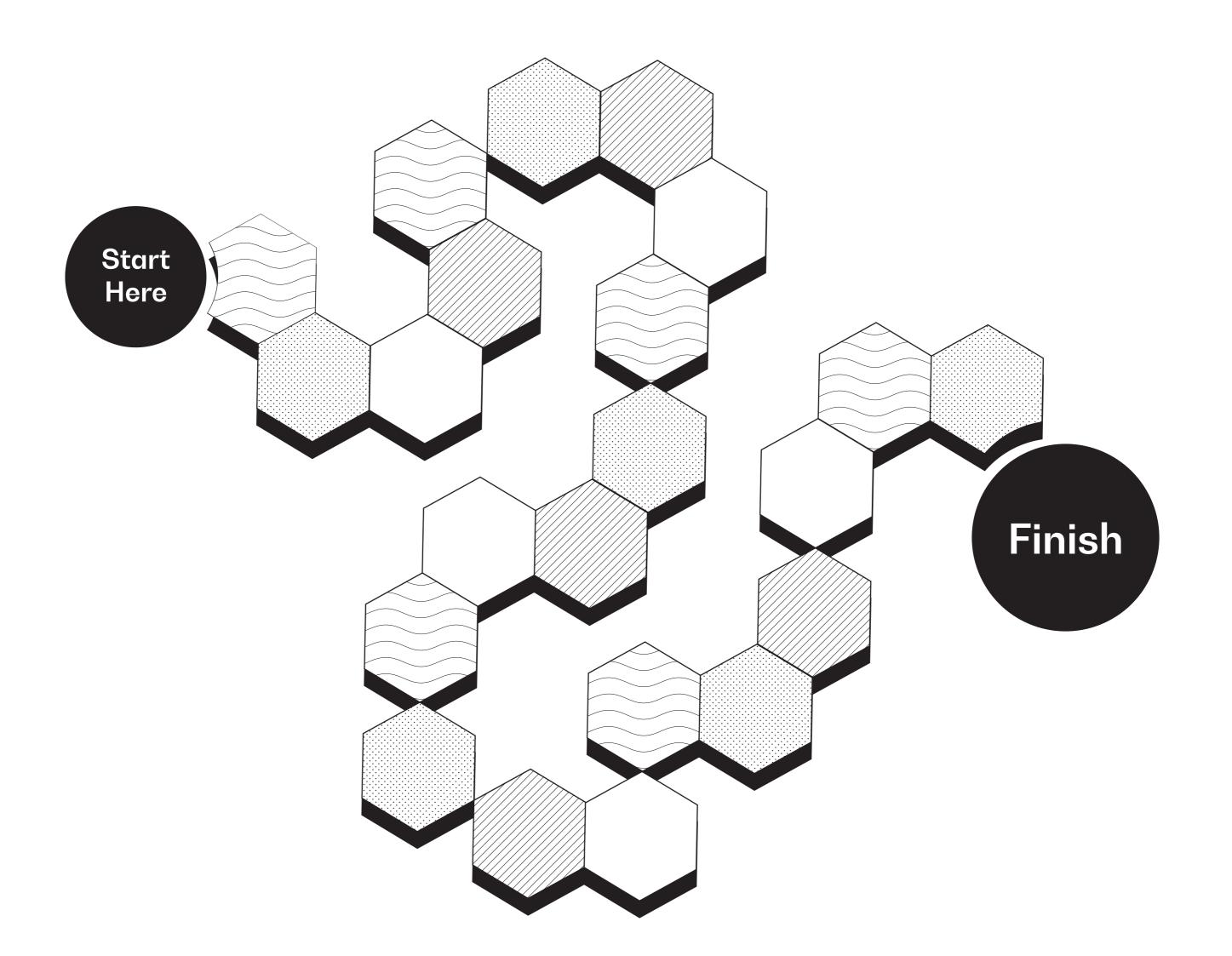


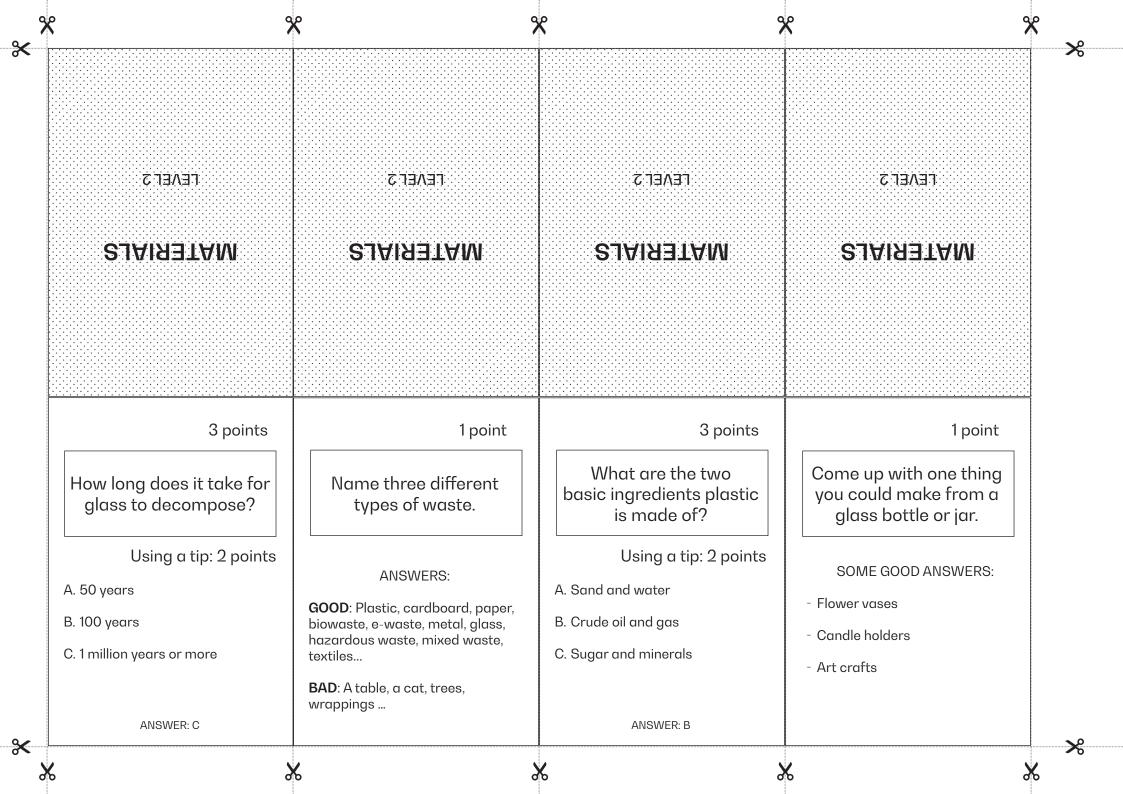


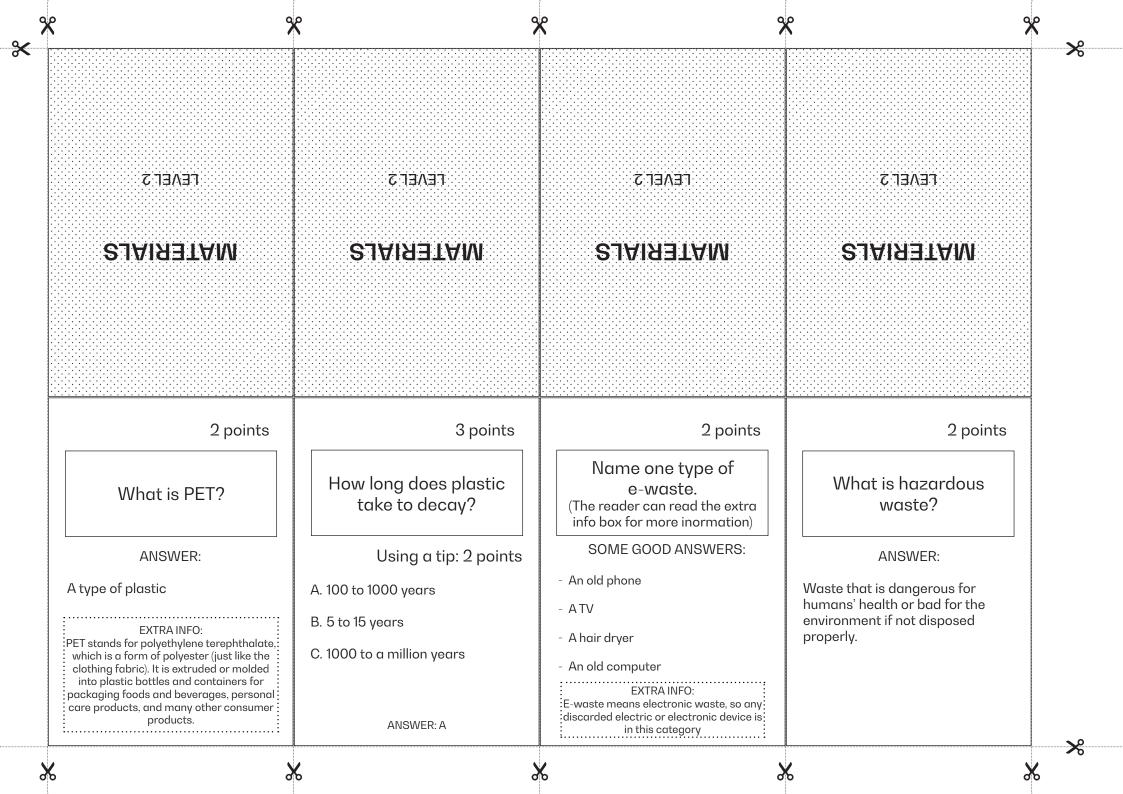












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	8JAIЯЭTAM	SJAIABTAM	SJAIЯЭTAM
3 points	3 points	2 points	2 points
Why is the inside of chip packages made of aluminium (a silver-looking material)?	How much Waste does an average Bhutanese person generate per week?	What is the main ingredient of glass?	What is the type of waste that is most produced in Bhutan?
Using a tip: 2 points	Using a tip: 1 point	Using a tip: 1 point	Using a tip: 1 point
A. So that you can see your	A. About 3.5 kilos	A. Stone	A. Paper
reflection when you open the package	B. About 10 kilos	B. Fiber	B. Biowaste
B. For keeping moisture out of the bag	C. About 1 kilo	C. Sand	C. Plastic
C. For keeping heat out of the bag			ANSWER: B
ANSWER: B	ANSWER: A	ANSWER: C	EXTRA INFO: 50% is biowaste, 17% organic and 12% plastic

