





## Recycling Game

<b>AGE RANGE</b>	3-4
<b>Activity for...</b>	Group with robot
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<b>DURATION / TIMING:</b>	30-40 minutes
<b>REQUIRED MATERIALS:</b>	<p>Pictures of Recycling Waste, Pictures of Recycling Waste Bins, Play Paste, Robot, Matching Board, Evaluation Board, Yellow-Green-Blue Task Cards, Robot platform.</p> <p><b>REQUIRED MATERIALS:</b> Pictures of Recycling Waste, Pictures of Recycling Waste Bins, Play Paste, Robot, Matching Board, Evaluation Board, Yellow-Green-Blue Task Cards, Robot platform.</p> <div style="display: flex; justify-content: space-around;"></div> <p><b>Glass Waste</b></p>



### **Paper Waste**



### **Plastic Waste**

\*Waste pictures are prepared with the same color frame as the waste bin they will be dropped in. For example; the edges of glass wastes are framed with green cardboard, the edges of paper wastes are framed with blue cardboard and the edges of plastic wastes are framed with yellow cardboard.



**Recycling Waste Bins**



**Recycling Cards**



**Task Cards**



**Robot Platform**

**PREPARATION OF  
THE  
ENVIRONMENT:**

Conversation is made with the children about which waste is recyclable. It is discussed why this waste should be recycled and what effects it has on our nature and our world. Banners related to recycling are examined from the smart board. The materials to be used during the activity are brought to the environment. Waste pictures are put on the table in the box. The boards are hung where children can reach them.



**DETAILED  
DESCRIPTION:  
How the activity is  
implemented?**

The teacher brings the recycling waste bins that he/she hangs on the hook and loop board and guides the children to examine them. He/she then places the box with pictures of recyclable wastes in the middle. Children do the activity of collecting the waste pictures and throwing them into the relevant waste bin with their task cards. For example, the child who chooses the blue card takes the paper waste picture and throws it into the blue waste bin. The child choosing the green task card finds the glass waste picture and throws it into the green waste bin. The child who receives the yellow task card finds the plastic waste picture and throws it into the yellow waste bin. Other children give feedback on the correct completion of the task. For example, if there are no green waste pictures left and a child chooses a green task card, he/she examines the pictures and indicates that there is no task related to the card he/she chose.

\*\* (The pictures with the waste were previously pasted on the cardboard of the same color as the waste bin.)



**1.The child chooses the task card**



**2. He/she finds the pictures related to the card**





### **3. He/she throws it into the relevant waste bin**

After all the children have worked with the task cards, the robot platform is taken out and laid on the ground.

- There are color cards in a pouch. Each child chooses a card (green=glass blue=paper yellow=plastic)
- The child who chooses his/her card tells what his/her task is and goes to the robot.
- The task of the child who chooses the blue is to collect the paper waste and take it to the paper recycling waste bin.
- The task of the child who chooses the yellow card is to collect the plastic waste and take it to the plastic recycling waste bin.
- The child who chooses the green card is to take the glass garbage waste to the glass recycling waste bin.
- If the game is to be made a little more difficult according to the development level of the children, it can be played as follows;
- “Player child takes all 3 task cards. He/she codes the robot to find 3 related cards on the platform. For example, the child chooses yellow green and blue task cards. He/she codes the robot to collect one each of the plastic, glass and paper waste pictures on the robot platform. He/she throws the 3 waste pictures he/she collects into 3 separate boxes.
- All children are guided to use the robot by using the task cards.



	 
<p><b>ROLES of the CHILDREN</b></p>	<p>Collecting the same type of wastes and throwing them into the relevant recycling waste bin. Children other than the player check whether the player collects all the wastes correctly. In the robotic part of the game, programming the robot to collect the same type of wastes and throw them into the relevant waste bin. They make suggestions to the player in the wrong situations.</p>
<p><b>ROLE of the TEACHER:</b></p>	<p>The teacher acts as a guide. He/she guides children through the matching game.</p>
<p><b>EXTRA RESOURCES</b></p>	
<p><b>Other remarks / Hints for the implementation</b></p>	<p><b>EVALUATION:</b> During the game, the child is expected to self-evaluate whether the waste is in the right waste bin or not, whether the robot makes the right moves or not. The children evaluate the results together. Each child places their own smiling face on the evaluation board.</p>
<p><b>References, if any</b></p>	