



Use this printable card game to get your school community thinking about how to implement concepts of the circular economy in your everyday lives.

## D Instructions



- Print the cards (on GOOS paper) and cut them out.
- Shuffle the cards.
- The first player pulls a card from the deck and tells the group the name of the item they pulled.
- Each other player has to come up with a way to either **reuse**, **repurpose**, **repair**, **refurbish**, or **recycle** the item.
- The player that pulled the card has to select the idea that they think has the least impact on the environment. The player who came up with this idea gets a point and keeps the card.
- The game continues clockwise around the circle with players repeating steps 4 and 5.
- The game ends when the players run out of cards. The player with the most cards win!

## Tip and Accomodations!

- 1 Remember to prioritise reusing, repurposing and repairing over recycling when possible.
- 2 Instead of printing cards, students can create their own cards on GOOS paper by thinking of objects they have in the classroom or at home.
- Pair this activity with your school waste audit and use the items most commonly sent to the landfill.
- Create theme packs for different times of the year (i.e., around the winter holidays, make a card pack centered around broken decorations, gift wrap, bows, etc.)
- 5 Want to play a paper-free version? Make a copy of this sheet!
- 6 If the game has sparked discussion or debate about the environmental impact of different methods of reuse and recycling, have students do follow-up research to learn more about these potential impacts.



