

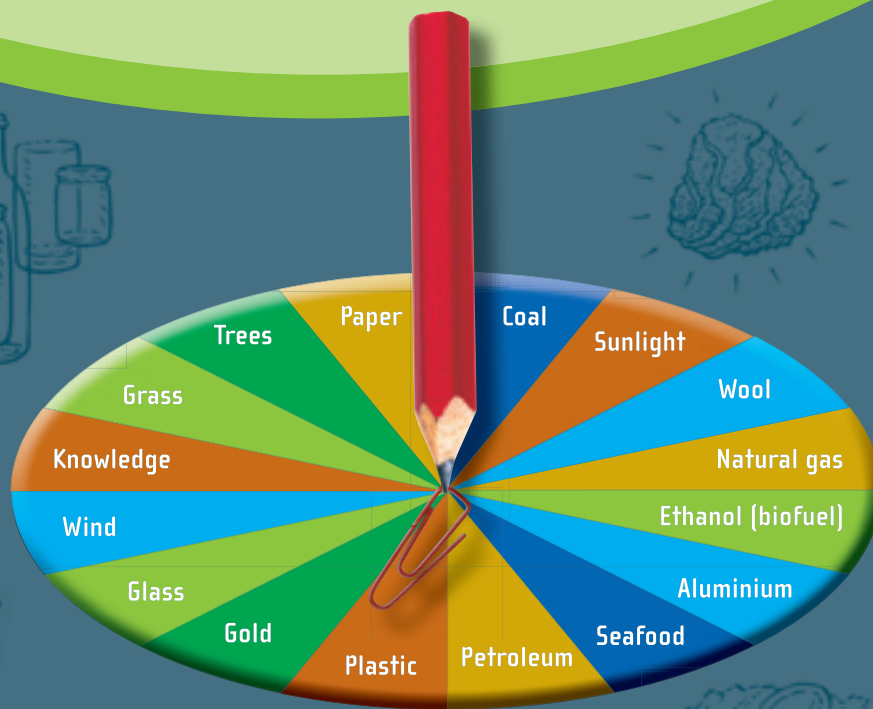
Classifying Resources

You need

- ★ a spinner (see copymaster)
- ★ a paper clip
- ★ a pencil
- ★ different-coloured counters
- ★ classmates

Game

Play the Classifying Resources game with a group of classmates, using the game board and your copy of the spinner.



4

Get driven to school instead of walking

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Recycle your water bottle

1

START

To play:

- Put 1 token for each person on Start.
- Practise spinning the paper clip. Decide who will go first.
- On your turn, the segment on which most of the paper clip stops is your resource.
- If the group agrees that this resource is renewable, move your token 3 spaces along the board. If the group decides that this resource is not renewable, move your token 1 space backwards (or remain on the Start space).
 - Bonus: If you land on a game board space with an activity that uses renewable resources, move ahead 2 spaces.
 - Penalty: If you land on a space with an activity that uses up resources, go back 1 space.
- The winner is the first person to reach Finish.

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Take a cloth bag to the supermarket

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Buy a new cellphone and put your old one in the rubbish

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Plant kūmara in the backyard

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Dredge up oysters with a backhoe

FINISH

Activity

1. Discuss with another group:
 - a. How did your group classify ethanol?
 - b. In which category would you put electricity?
2. Discuss with a classmate:
 - a. When you spin the paper clip, what is the probability that you will move your token:
 - i. forwards?
 - ii. backwards?
 - b. Overall, do the bonus and penalty spaces move the game forwards or backwards?

Focus

Classifying different types of resources