

GREENOPOLY

The Creation of a Board Game “How can we Live Greener?”

- If you can play it you can do it!

Win Money for your School:

1st Prize \$3000

2nd Prize \$2000

3rd Prize \$1000

Here is how.....

If you can play, you can do it!

Contest for the Creation of a Board Game

Have you ever heard about sustainability?

Or about CO2 emissions?

Have you read about

“ways to live greener”

and learned about the three Rs:

reduce, reuse, recycle?

But always wondered what it is all about?

The German Consulate General in cooperation with the Georgia Department of Education invites you and your classmates to study the environmental problems we are facing today in the US and abroad and come up with your own creative solutions to real world problems. Some of the best innovations in the field have come from students just like you, join them now.

The contest asks you to create a board game which reflects your ideas about reducing your daily waste, helping to keep rivers and oceans clean, reduce traffic and air pollution and work on other problems that are destroying our planet.

Maybe there will be penalties for driving too much or not recycling your trash, or you get points for volunteering at a river clean-up...it's up to you. You make the rules, the tokens, the game.

Be thoughtful, be creative, be innovative. The best three board games will be awarded prizes that will benefit you and your school! The competition will be high and only those board games that show real engagement with the issues and develop practical solutions to real world problems stand a chance.

So get out your glues, scissors and IDEAS, because if you can play it, you can do it!!!

DEADLINE FOR DIGITAL AND SAMPLE SUBMISSIONS:

NOVEMBER 10TH, 2014.

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The German Consulate General of Atlanta, supported through Climate Funds of the German Foreign Office, would like to advertise a contest for K-12 students across Georgia to create a board game that playfully points out ways for everybody from 6 -99 to live a more environmentally focused life at home and across the world. Sustainability besides being the right thing to do can be fun and even profitable. With this contest, the German Consulate General in cooperation with the Georgia Department of Education would like to enlist students' curiosity and creativity to further dialogue about existing climate issues and how to leave future generations a green planet. This contest will give students the chance to win prizes and to have their schools honored in an award ceremony, as well as raising funds for their school. The winners will be selected by a panel of experts. The winning board games will be recommended for publishing to German board game companies. If the game is produced and licensed by a game company, part of the proceeds will be donated for future climate projects.

Objective:

To create a board game that will address the problems of climate change, the students are asked to learn about the issues and find creative solutions to save energy, reduce greenhouse emissions, the 3 R's reduce, reuse, recycle, etc. Once they have researched these issues, students use their artistic abilities to come up with creative boards, tokens and rules that will connect the problems and solutions in an innovative and fun game. By scientifically studying environmental problems and developing practical solutions to real world problems, the contest offers a great learning experience. The knowledge and skills the students acquire will be applicable far beyond the contest.

Goals:

- Students will engage with critical research* about environmental topics such as climate change, global warming, greenhouse gas emissions in a playful way
- learning* about ways to reduce, reuse and recycle in our daily lives
- creating* a creative and engaging study project that will enhance students' understanding of their own impacts on the environment
- appealing* to students' imagination to find innovative solutions for environmental problems

Reasoning:

Saving energy and reducing global greenhouse gas emissions is vital for our economies, for our jobs, and for our national security. Within the past decade the

tendencies to use renewable energies and to live sustainably, so that we may leave a livable planet for the generations to come has moved from a fringe phenomenon to the mainstream of society. More and more businesses and enterprises realize that using greener options of transport and energy are more profitable. New jobs are created in the environmental and ecological fields and the economy is given growing incentives to invest in new technologies that help sustain our planet.

However, we cannot wait for a trickle down effect, and thus we need to mirror the movement from above with grassroots initiatives that help foster a different mindset in the individual as well. The “Greenopoly” initiative seeks to engage our youngest in those pressing questions of how we can create a world in which we all do our share to maintain our resources and keep the planet inhabitable. We want them to use their ideas and creativity to think of solutions and new ways to protect natural resources and save energy, to reduce waste and recycle the rest. The project, though primarily targeted at schoolchildren will also help to create a dialogue among families, involve parents and the school community at large.

According to the Georgia Department of Education, “the Science curriculum in Georgia is designed to provide students with the knowledge and skills for proficiency in science,” and that to teach the “relationships between science, our environment, and our everyday world...”. With the “Greenopoly” this objective is not only enforced but also enhanced as the students will also use their artistic and creative skills and learn to connect these with the abstract notions of science. They can experience the “fun” of science and innovation and put their already existing knowledge and skills to good use. This project is especially appealing as it will attract girls and boys alike and show them that cooperating might help solve bigger problems that one cannot tackle alone. We believe that the projects will advance student's understanding of the problems we face and encourage them to approach problems beyond their usual reach. We believe that the project will be able to aid students to develop and demonstrate skills that have wide applicability outside the classroom or workplace.

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