





ENVIRONMENT EDUCATION PROGRAMME Ministry of Environment, Forest and Climate Change

ECOTOPIA CARD GAMES

"Play is our brain's favourite way of learning".

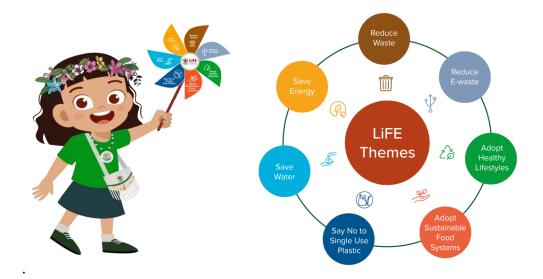
Diane Ackerman

Children love to play. Play is the basis of almost all learning in early childhood. Play way method of teaching is always fun filled and helps in developing the cognitive, physical, social, and emotional well-being of children.

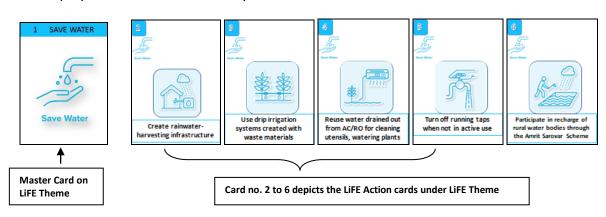
"Today's children are the global citizens of tomorrow. They influence their families and shape their attitudes, and thereby the society. So, children, during their formative years (5 to 14), when they are most receptive to messages and information, need to be educated about the environment and the long-term impact of our present actions. This will have a cascading effect on society".

National Education Policy (NEP) 2020 stresses upon appropriate integration of environmental awareness and sensitivity towards its conservation and sustainable development in school curricula. Educational card games are a great way to incorporate fun into learning. ECOTOPIA CARDS is a unique initiative of Environment Education Programme (EEP) of MoEF&CC for making children aware of the world around them. ECOTOPIA CARDS are developed with following aims-

- Provide a fun way of learning about environment.
- > Sensitize children on issues related to environment and to motivate them to adopt sustainable lifestyle
- ➤ The game will help in developing 21st century skills like sorting, observing, reading, creativity, decision making and problem solving among children.
- > Bring behavioural change in students by adopting environmental friendly actions.
- Make children a responsible citizen for conserving environment in a fun way method.



ECOTOPIA CARD Game is based on the 7 themes of Mission LiFE to nudge individual and community action to protect and preserve the environment. Each LiFE theme is comprised of 6 cards depicting 'LiFE Actions'. The first card is the *Master Card depicting the LiFE Theme* (with number 1 written on it) and the remaining *5 cards depicts the 'LiFE Actions'* (with number 2 to 6 written on it) under each theme. The pack of ECOTOPIA Card also consists of *2 Mascot Cards*. Hence the pack of ECOTOPIA CARD GAME consists of a total of 44 cards. The card also consists of colour code as per the LiFE Themes shown in the figure above. It is a two to six player game that can be played in more than one way.







GAME 1- ECOTOPIA STACK

For 2 to 6 players - To win the game players need to collect 6 cards on the same LiFE Theme.

- **Step 1:** Shuffle the cards and distribute 6 cards to each player.
- **Step 2:** Keep rest of the cards upside down
- **Step 3:** Decide the LiFE theme on which you want to collect all the 6 cards.
- **Step 4:** Pick up one card from the DECK (which is kept upside down)
 - If you require it keep it to yourself and pass on another card to the next player.

OR

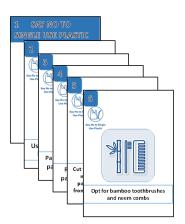
• In case you do not require the card picked from the DECK keep it separately on the table facing upward ie. the card becomes OPEN for the next player.

Step 5: As required the next player can either pick up the OPEN card (facing upward)

OR

can pick up a card from the DECK (which is kept upside down) and pass on a card to the next player.

Step 6: The game continues in the same manner unless one player collects all the 6 cards on the same Life Theme.



Role of Mascot Card: The Mascot Card can be used in place of any card numbered from 2 to 6 for any of the LiFE theme.

For e.g if a player has a Mascot card and he/she needs any one card to win the game (ranging from 2 to 6), the player can use the Mascot card in place of that card to win the game.

NOTE: During the game, at

any point of time every player must have 6 cards with him/her. The player who wins the game will read out the LiFE Actions written on the cards for all the players.

GAME 2- ECOTOPIA SERIES

For 2, 3 and 6 players - To win this game player needs to show and open all the cards on the table in a sequential manner. (*Two Mascot Cards will not be used in this game.*)

Step 1: Shuffle the cards and distribute equally among each player.

Step 2: The first player will start with the Master Card (on which number 1 is written) on any LiFE theme and keep it on the table. Similarly, the next player will also start by keeping the Master Card (on which number 1 is written) on any LiFE theme and keep it on the table. One by one all the players will first show the Master Card they have and keep it on the table. Hence all the 7 Master Cards will OPEN on the table as shown below.















Step 3: Now one by one the players will keep the LiFE Action cards for each theme (cards ranging from 2 to 6) in a sequential / successive manner.

Step 4: Finally, all the 6 cards of the LiFE theme will be displayed as shown.

Step 5: The player who exhausts all his/her cards becomes the winner of the game.

NOTE:

- Players have to arrange the card in <u>sequential manner</u> (starting from 1 to 6 card numbers) for each LiFE Theme.
- The first player who exhausts all the cards will be the winner of the game and will read out the LiFE Actions written on the cards for all the players.





Save Energy











Use LED bulbs tube-lights









Switch off appliances from plug points when not in use













Use bicycles for local or short commute













Use public transport wherever possible













Install a solar water or solar cooker heater on rooftops







SAVE WATER













Create rainwaterharvesting infrastructure











Use drip irrigation systems created with waste materials











Reuse water drained out from AC/RO for cleaning utensils, watering plants













Turn off running taps when not in active use













Participate in recharge of rural water bodies through the Amrit Sarovar Scheme







1 SAY NO TO SINGLE USE PLASTIC



Say No to Single Use Plastic











Say No to Single
Use Plastic



Use cloth bag for shopping instead of plastic bags









Say No to Single Use Plastic



Participate in and mobilize participation for clean-up drives of cities











Say No to Single Use Plastic



Reuse glass containers/ packaging plastic items as storage boxes













Cut the packaging bags used for milk, buttermilk,etc., only partially to avoid plastic bits from mixing into biodegradable waste









Say No to Single Use Plastic



Opt for bamboo toothbrushes and neem combs







L ADOPT SUSTAINABLE FOOD SYSTEM



Adopt Sustainable Food Systems









Adopt Sustainab Food Systems



Include millets and nutri cereals in diets









Adopt Sustainable Food Systems



Compost food waste at home















Create kitchen gardens/terrace gardens at homes/schools/offices











Adopt Sustainable Food Systems



Prefer locally available and seasonal foods











Adopt Sustainable Food Systems



Use smaller plates for daily meals to save food wastage

REDUCE WASTE



Reduce Waste











Practice segregation of dry and wet waste











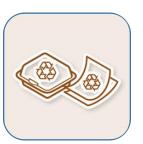
Recycle and reuse old newspapers and magazines











Buy paper products made from recycled paper











Do not discard waste in water bodies and in public spaces











Donate old clothes and books







1 ADOPT HEALTHY LIFESTYLE



Adopt Healthy Lifestyles











Encourage use of millets in food for nutrition and well being







Practice natural or organic farming













Plant medicinal plants such as neem, tulsi, giloy, etc













Plant trees to reduce the impact of pollution











Adopt Healthy Lifestyles



Start biodiversity conservation at community level







1 REDUCE E-WASTE



Reduce E-waste







2



Repair and use electronic devices over discarding the devices







3





Discard gadgets in nearest e-recycling units









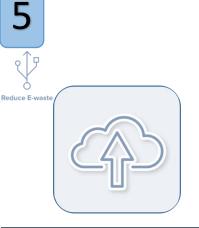


Use rechargeable lithium cells









Prefer cloud storage over a pen drive / hard drive













Use Black dustbin to dispose off E-waste







PRAKRITI - THE MASCOT OF MoEF&CC









PRAKRITI - THE MASCOT OF MoEF&CC







