

Waste Reduction Innovation

Sustainability

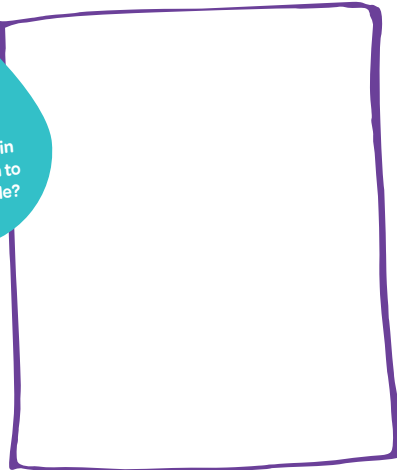
Think about innovative solutions to waste reduction problems. Start by focusing on water waste and create a game that makes learning about this challenge collaborative and engaging.



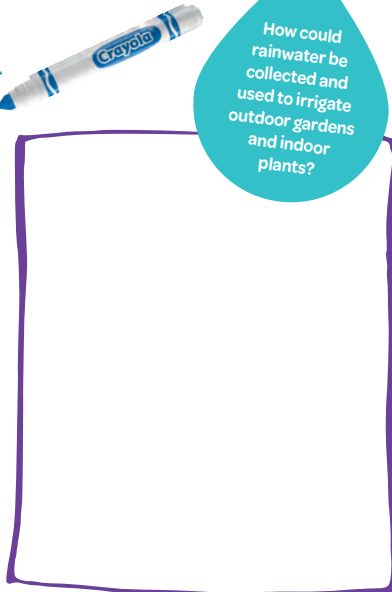
RESPOND to water waste you observe at home, school, and in the community.. Watch for water running down sidewalks from lawn sprinklers or hoses and spilling down the drain while you brush teeth, wash dishes, or take long showers. Research the ways water is used in your community and how water waste could be prevented.

SKETCH EXAMPLES OF WATER WASTE PROBLEMS OR WRITE ANSWERS TO QUESTIONS LIKE THESE.

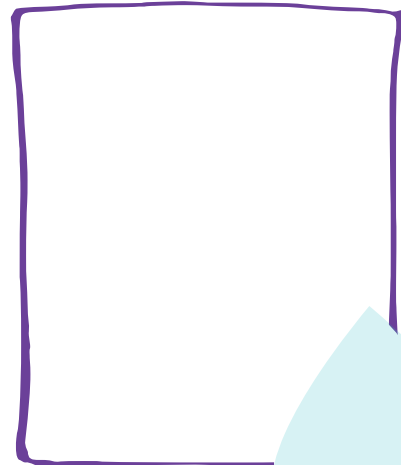
How does construction of buildings and parking lots impact rain water's return to the water table?



How could rainwater be collected and used to irrigate outdoor gardens and indoor plants?

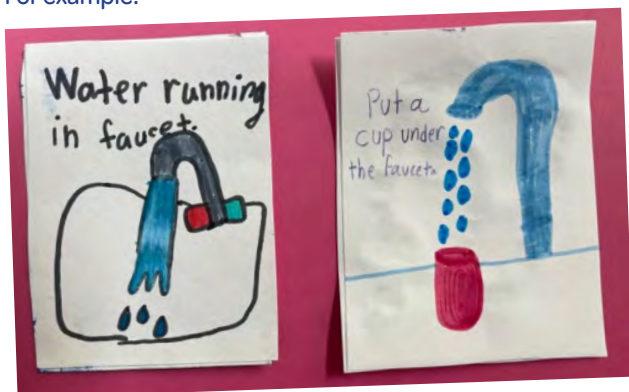


WHAT OTHER QUESTIONS DO YOU HAVE ABOUT WATER WASTE?



CONNECT problems with solutions. What innovative ideas could address the problems you have observed and researched? For each water waste problem you observed and researched, think about innovative solutions.

For example:



DRAW PROBLEM CARDS AND SOLUTION CARDS THAT WORK TOGETHER.



Waste Reduction Innovation

Sustainability



CREATE a *Water Waste Problems and Solutions* card game with a small team of co-designers. Create problem cards and solution cards on small pieces of blank, firm paper.

- Design a back side of each card, indicating if it is a *Problem Card* or *Solution Card*.
- On the front side, write or sketch a problem or a solution that was observed or researched.



PRACTICE SOME IDEAS FOR THE BACKS AND FRONT OF YOUR CARDS BEFORE SKETCHING ON THE FIRM PAPER.



- Each team member will create multiple sets of problem cards and solution cards.
- Establish the rules and agree to how the game will be played. For example: the game might begin with each player holding a few solution cards that they designed. They would randomly pick up a *Problem Card* from a stack and see if a solution they're holding is suited to that problem. When a pair is made, the player keeps those card sets. If a *Solution Card* fits more than one problem, it might be appropriated later by another player. Consider ways to encourage collaboration, such as having players earn badges for helping others. Perhaps offer innovator badges for those who can blend together others' ideas and generate new solutions that haven't been sketched on cards.



PRESENT your game to other teams and have them play it. Listen to their feedback and modify the rules or sets of problems based on their input. Consider other Problem and Solution card games you could design to address other sustainability issues that challenge our environment.