

Classroom Environmental Education Box: Care For Your Air Board Game

Photos:



Description: In this activity, students learn about air quality through provided educational material, and use their knowledge to navigate a board game. Throughout the game, a colored spinner is used to determine the colored space a student's game piece will go. The game cards used in this activity depict 'good' and 'bad' air quality events identified by the students, and decide the direction and number of spaces their game piece will move from the colored space. The first game piece to make it to the finish line takes first place!

Educational Standards Met:

4.LS2: Ecosystems: Interactions, Energy, and Dynamics: Support an argument with evidence that plants get the materials they need for growth and reproduction chiefly through a process in which they use carbon dioxide from the air, water, and energy from the sun to produce sugars, plant materials, and waste (oxygen); and that this process is called photosynthesis.

4.ESS3: Earth and Human Activity: 2) Create an argument, using evidence from research, that human activity (farming, mining, building) can affect the land and ocean in positive and/or negative ways.

4.ETS2: Links Among Engineering, Technology, Science, and Society: Explain how engineers have improved existing technologies to increase their benefits, to decrease known risks, and to meet societal demands (artificial limbs, seatbelts, cell phones).

Recommended Educational Material:

<http://www.airqualityontario.com/science/kids.php>

<https://www.airnow.gov/education/students/clean-and-dirty-air-part-one/>

<https://greenteacher.com/the-clean-air-game/>

Activity Materials and Instructions:

■ Materials and Instructions_ CareForYourAir Board Game.pdf

