



THE ENVIRONMENT

“Good behaviour: the environment”

Ref. 20800



FOR EDUCATIONAL PURPOSES

GOOD BEHAVIOUR: THE ENVIRONMENT

Ref. 20800



CONTENTS:

A game comprising **34 cards** of 9 x 9 cm.

RECOMMENDED AGES:

From 3 to 8 years.

EDUCATIONAL OBJECTIVES:

1. Developing the **RIGHT BEHAVIOURAL HABITS** in aspects relating to **Environmental Conservation**:
 - a) **Respecting and caring for the environment**
 - Preventing fires from breaking out: never lighting fires in the countryside, not leaving glass bottles behind, etc.
 - b) **Keeping the environment clean**:
 - Always putting rubbish in a bin.
 - c) **Using communal elements properly**:
 - Sitting properly on park benches.
 - d) **Respecting and caring for animals and plants**:
 - Treating animals kindly.
 - Watering plants.
 - e) **Saving water and energy**:
 - Turning off the tap while cleaning your teeth.
 - Switching off the light when you leave the room.
 - f) **Recycling waste**:
 - Putting rubbish in the right container.
2. **Developing oral language** by explaining the contents of the different cards.
3. **Learning a second language** at oral level.

METHOD OF PLAY AND RECOMMENDATIONS FOR USE:

This is a game of **ASSOCIATING PAIRS**. It consists of relating pairs of behaviour types to identify in each pair the right way and the wrong way to behave. You can make **17 associations** and children can play either individually or in groups. Once the association has



been made, the cards that make up the pair have a **SELF-CORRECTING SYSTEM ON THE BACK** which consists of a common number and a symbol that identifies the right behaviour (a happy face) and the wrong behaviour (a sad face).

- 1st We recommend explaining to players how the self-correcting system works before using the material.
- 2nd Make associations of forms of behaviour and check whether they are right by looking on the back (same number).
- 3rd Select only the cards representing good habits or behaviour and check if you have chosen the right one by looking at the back of the card (happy face).
- 4th Describe the right behaviour in words.
- 5th Follow steps 3 and 4 but working with the wrong habits and behaviour (sad face on back).

ACTIVITIES:

1. ASSOCIATION OF PAIRS

- With the cards spread out on the table, you can do various activities:
 - Pick up any card and find its partner.
 - Pick up a card showing the wrong behaviour and find the one that matches it with the right behaviour.
 - Pick up a card showing the right behaviour and find the one that matches it with the wrong behaviour.

2. CLASSIFICATION

- Classify the cards depending on whether they show good habits or bad habits.

3. ORAL EXPRESSION

- Using the cards showing the wrong behaviour, the player should explain their content using negative terms such as: "not throwing litter on the floor".
- Using the cards showing the right behaviour, the player should explain their content using positive language, such as: "we must throw the litter in the bin".

