



Can you save the world from all the plastic – VEGA Teaching Scenario

Topic: Plastic in the world

Subject(s): Environment/social sciences

Age / Grade: 12 + / grade 7th +

Short description of the game:

Plasticity is a beautiful puzzle-platformer where you explore a plastic-ridden world. Traverse flooded cities and ravaged lands. Plasticity is a single - player game where the player is trying to save the world from all the plastic in it. The year is 2140 and the earth is all in plastic, there is not much life left on earth because of it. The player plays as Noa, á curious young girl who leaves her home in search for better life. Embark on an emotional journey as your actions dynamically change both gameplay and the story. While each decision carries consequence, few are irreversible, you may stumble, you may fall but only you can save the world. When hope seems lost, it's never too late to do the right thing. Plasticity leaves players with this important message about caring for the environment. [Plasticity info](#)



Learning outcomes:

Students are able to:

- Be aware of the excessive use of plastic in the world
- Realized the harmful effects of plastic use on the earth's ecosystem
- Come up with ideas on how we can reduce plastic use
- Realize what themselves can do to reduce plastic use and comply with it

A selection of learning outcomes from the Icelandic Curriculum

- Students can reported human activities that shape and change the environment and living conditions
- Students can pointed out, prevented and responded correctly to various dangers and accident traps in the environment and nature
- Students can participate in examining and defining the state of the environment worldwide and discussing goals for improvement
- Students can discuss their own activities and consequences
- Students can draw conclusions about the purpose of waste sorting
- Students can critically discuss the production, transport and disposal of materials
- Students can discuss the importance of collaboration in concerted actions that concern their own environment
- Students can notice and discuss issues in their environment, explain their impact on quality of life and nature, show care for the environment and argue their own opinion on it
- Students can obtain information about natural sciences from material in other languages than Icelandic.

[Formative assessment](#)

Number of students: Duration (estimated time/number of lessons):

- 20 students
- 3 x 60 min lessons

Prerequisites (necessary materials and online resources):

- Computer for each students with the game Plasticity [Upplýsingar um leikinn](#)

Before the program begins (preparatory work for teacher):

- Download the Plasticity to any computer to use
- Get familiar with the game
- Search and collect information and material about how plastic impact the environment
- Make a Padlet wall [Example of Padlet wall](#)



The main part of the scenario (number of lessons):

Part one (one lesson 1 x 60 min)

Lesson 1

- Teacher explain the assignment to the students
- Create a common padlet wall where discussions between students and teachers take place. [Padlet](#)
- Students watch a short video about the effects of plastic use
 - [Plastic disaster 10 mín](#)
 - [Where does our plastic bottle go? 5 mín](#)
 - [What is the world doing to stop the use of plastic? 6,5mín](#)
- Students do mind map about plastic in the environment [Mind map](#)
- If there is time watch this video about plastic in the ocean
 - [One man can make difference](#)
 - [Plastic in the world 4,5 mín](#)

Part two (two lessons 2 x 60 min)

Lesson 2

- A short discussion from the teacher about the topics, the padlet wall used
- Students play the game Plasticity

Last 5 min debrief, how is it going. Discussion with the whole group.

- What is the game about?
- How far along did you get?
- Is there anything you do not understand?
- How did your game end?

Lesson 3

- Discussion with the teacher about the game, added to the padlet wall
- Students play the game Plasticity again
- Students create a 3-5 minute video on Flipgrid about what plastic is harmful to our environment and what we can do to change the plastic use. Every week one of these videos is posted on the school's website.

5 minútna samantekt.

- How did it go the second time you played the game?
- Did you do something different?
- Did you have trouble with anything while playing? What? Where? Why?

What have students learn - Evaluate

- [Google forms Evaluate](#)