

Lesson 5 – Food Waste Snakes and Ladders

In this activity, students will be asked to display their learnings about food waste by developing and playing a game modelled on the board game Snakes and Ladders.

Meets HASS ACHASSKI20 Types of resources (natural, human, capital) and the ways societies use them to satisfy the needs and wants of present and future generations

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The Arts ACAVAMI15 Develop and apply techniques and processes when making their artworks

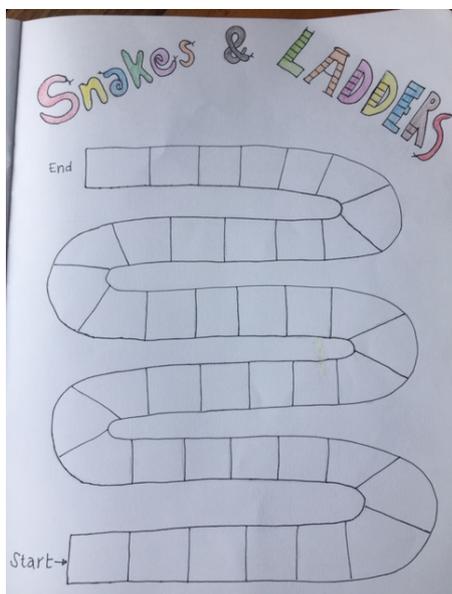
Sustainability OI.5 OI.6 OI.7 OI.8. OI.9 The sustainability of ecological, social and economic systems is achieved through informed individual and community actions that value equity and fairness across generations

You will need

- A3 paper (one piece per pair of students)
- Coloured pencils
- A pen
- Several dice, one for every pair or group of four students
- Small tokens or buttons, in an assortment of colours
- Scissors
- Glue sticks

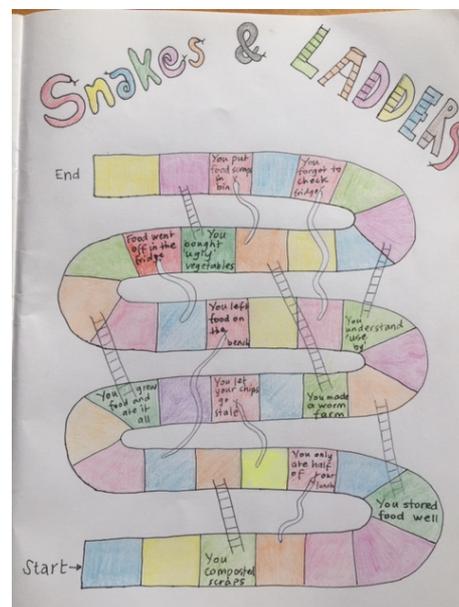
Method

Present this image of a blank Snakes and Ladders game. See photo below.



Ask one of the students in each pair to copy the outside edge of this image, by hand, onto an A3 page. The other child can draw approximately 40 'tiles' in this snake shape and each 'tile' in the snake shape should be approximately 3-4cm². Ask the children to intermittently populate some of the tiles with text, derived from the brainstorming done earlier in Lesson 4. In this version of the board game Snakes and Ladders, if the child's token lands on a 'positive' action relating to food waste, then a ladder will arise from that, and the child moves their counter up the ladder and progresses more quickly to a higher place towards the end of the game.

Conversely, the children can also invent 'negative' actions relating to food waste, and if a child's token lands on a 'negative' action at the forked tongue of a snake, the child moves the counter down the snake, to land at a lower position in the game. For example, if a child lands on 'You ate leftovers', a ladder will arise from that, elevating the person in the game. If a child lands on 'You let food go off in the fridge', then they go down the snake. See figure below for inspiration. Students could colour code the actions, for example positive actions could be green and negative actions could be red.



If there is insufficient time or students cannot recall positive and negative actions regarding household food waste, print ten copies of the table/s below and give a copy to each pair of students. Students can work together to cut out each square, as if it is to be placed on the A3 page. Each pair can construct a game on their A3 page, where intermittently the students glue a selection of these items in their tiles in their respective games, drawing snakes or ladders accordingly. It is best not to make either snakes or ladders too long.

| | | | | |
|---|---------------------------------|---|---|---|
| You shopped wisely | You purchased 'ugly' vegetables | You stored food properly | You understand 'Use by' and 'Best before' | You ate the food at the back of the freezer |
| You cooked only what you needed | You served adequate portions | You finished an open packet of chips before opening a new one | You found a new recipe to use cooked potato | You cleaned out the fridge, so you know what to eat and cook next |
| You planned your meal based on what was in the fridge | You composted your food scraps | You made a worm farm | You made a chook yard and got some chickens | You grow your own food, so are keen to eat it all |

And.....

| | | | | |
|---|--|---|--|---|
| You forgot to check the fridge, and food went off | You put your food scraps in the rubbish bin | You left a lot of food on your plate | You let your chips get stale, so you threw them out | You only ate half of your school lunch |
| You left food on the bench and it went off | You opened a new jar of jam but there was already one open | You purchased too much lettuce and can't eat it all | You forgot to eat bread from home, and bought your lunch at school | You opened a box of crackers but there was a box already open |

Each pair of students can play their Snakes and Ladders game, or they can invite other students to join in. Each child should find a different coloured token, and place these at the 'start'. The youngest child could roll the dice first, counting the number of spaces on the board accordingly. Remember, if they land on a tile at the base of a ladder, they go up to the top of the ladder, and at the head of a snake, they go down to the tail of the snake. Others take their turns in an agreed direction. The winner is the first student to reach the end.

In one Tasmanian classroom, the teacher supplied a microwave oven. Students brought in their leftovers from home, and tended to eat a healthier lunch than they would have otherwise done, while potentially reducing food waste.