

A decorative border on the left side of the page, featuring a repeating pattern of colorful geometric shapes including circles, triangles, hexagons, and wavy lines in shades of blue, green, red, and yellow. The border is set against a solid gold background.

QATANA

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NEW SKILLS TARGETED

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COLLECTIVE ACTIVITY OR INDIVIDUAL

MATERIAL REQUIREMENT (S)

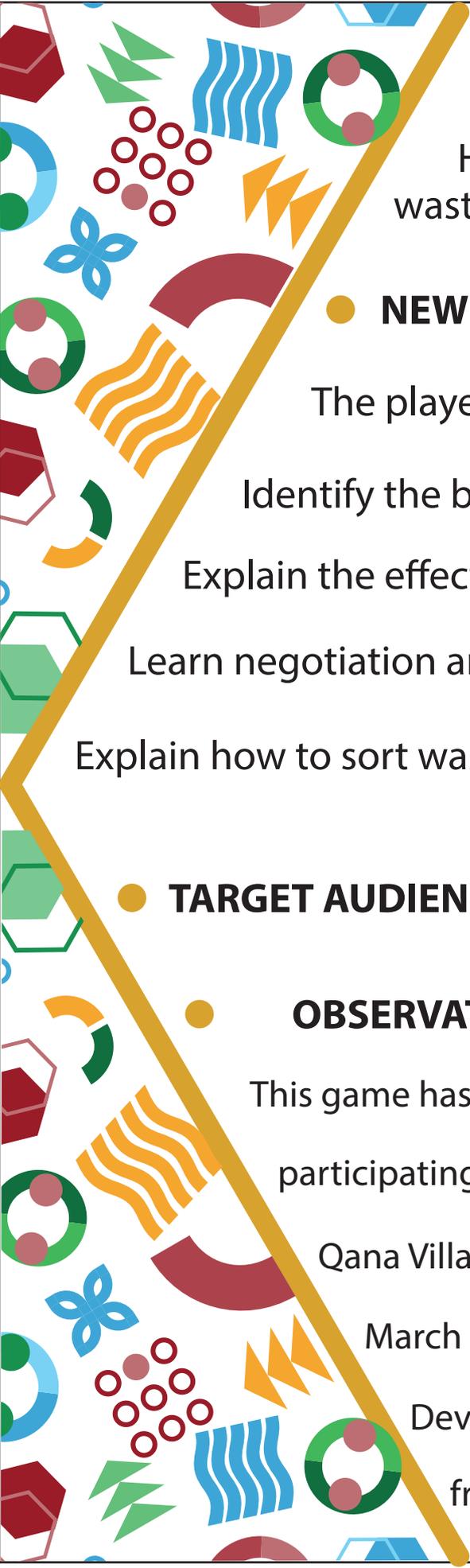
DURATION OF THE ACTIVITY

CHANGE IMPACT ON YOUNG PEOPLE

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Designed by : Remy Ayoub & Anwar Bahmad





● PROBLEM

How can we incorporate or introduce waste management into schools and homes?

● NEW SKILLS TARGETED

The players will be able to:

Identify the best solutions for waste management.

Explain the effects of waste on our environment.

Learn negotiation and teamwork skills.

Explain how to sort waste

● TARGET AUDIENCE: AGE, PRE-REQUISITE SKILLS : +11

● OBSERVATIONS

This game has been developed by volunteers

participating in the workshop: Waste Warriors in

Qana Village From 28th February 2023 to 13th

March 2023 implemented by Association for the

Development of Rural capacities in the

framework of RESMYLE project.

PREPARATION

Prepare the board: to print

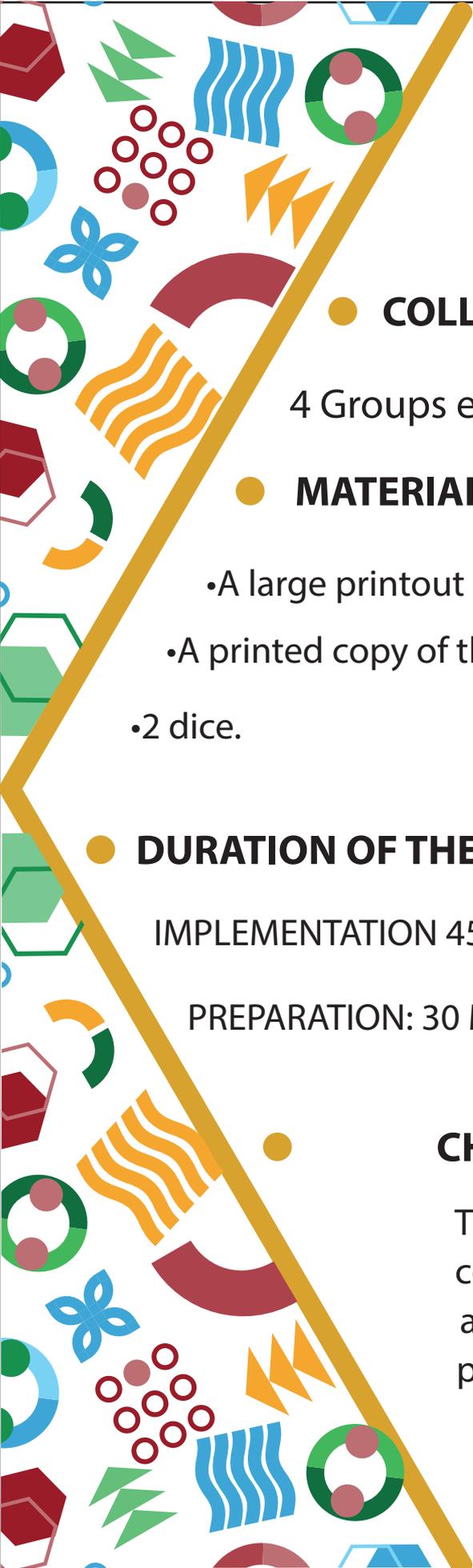
Prepare 2 dice.

Prepare the questions

IMPLEMENTATION

- 1.The game is played by four players or groups, each with their own set of cards and each team has one colored settlements .
- 2.The cards represent different types of waste, paper, plastic, metal, organic waste, and biomass.
- 3.Each player starts with 2 cards, and a composting unit that each set it on a resources of his/her choice on the board game.
- 4.Players take turns rolling the 2 dice to determine which resources they can accumulate that turn (Players gain resource cards depends on the number shown on the dice: if number of dice is 6 and the player has a landfill or composting unit or recycling factory on hex 6, then he/she will gain the resource on the hex). (if the player has no settlement on the hex, then he/she will not receive a resource card).

- 5.Each player receive the resource cards in accordance with the settlements built. If He/She has 2 settlements on the same hex, then he/she will receive 2 resource card.
- 6.If the dice lands on 7 then the player has to pick a question card, if the player answers it correctly he/she will awarded 1 extra victory point, and will gain nothing if answered incorrectly.
- 7.In order to build landfill, composting unit or recycling factory players should have enough resources.
- 8.Players can also choose to trade one of their resource card with another player on their turn.
- 9.The game ends after a predetermined number of turns, and the player with the most victory points at the end of the game wins. They can also not determine the number of turns, thus the player who reaches 10 victory points first wins.
- 10.Player or group can replace any three papers that have the same resource with one paper from different resource from the banker.



LOCATION

Indoor - outdoor

COLLECTIVE ACTIVITY OR INDIVIDUAL

4 Groups each group between 2 to 5 persons

MATERIAL REQUIREMENT (S)

- A large printout of the game board.
- A printed copy of this Game.
- 2 dice.

DURATION OF THE ACTIVITY

IMPLEMENTATION 45 minutes to 1 HOUR

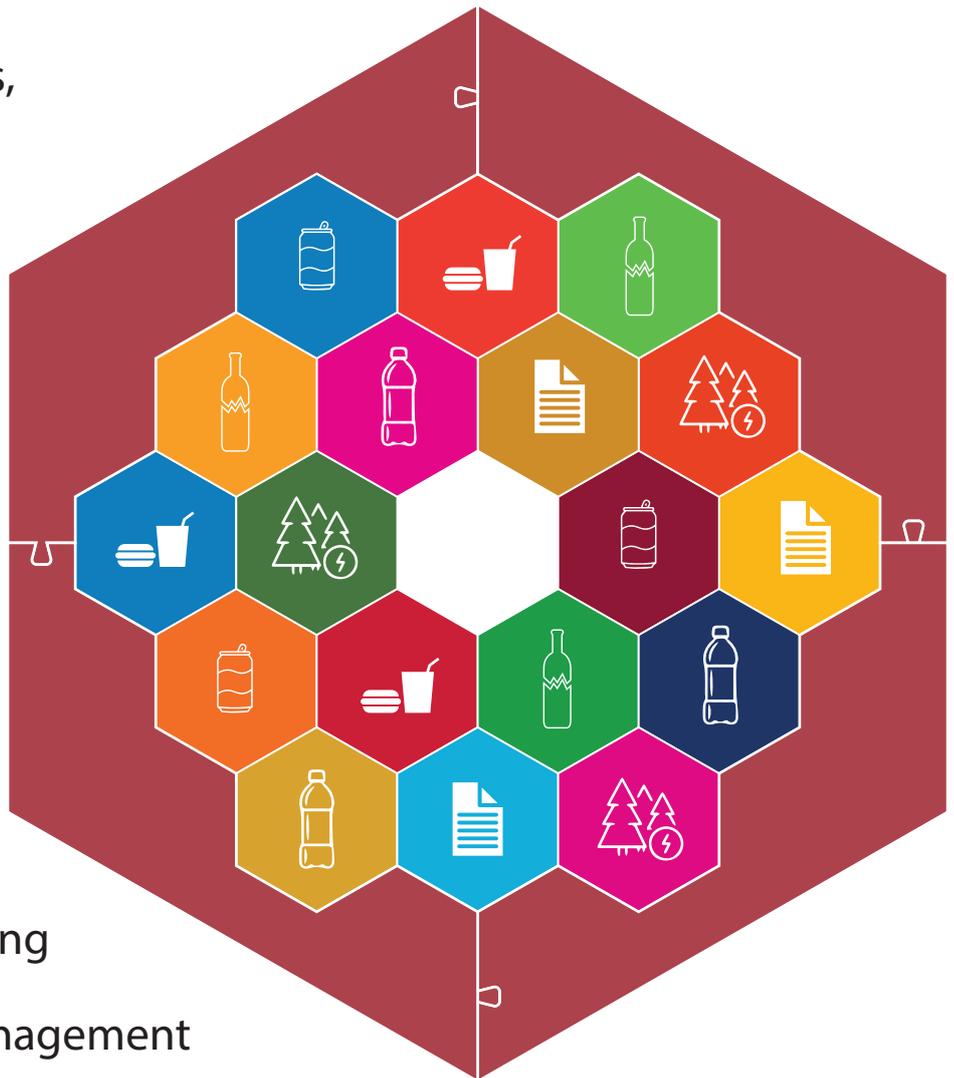
PREPARATION: 30 MINUTES

CHANGE IMPACT ON YOUNG PEOPLE

The participants can be evaluated on their correct answers on the different questions asked during the game that can show the participant knowledge on the waste management.

DESCRIPTION

The target users for this Catana game would be individuals or groups who are interested in waste management and sustainability practices, and who enjoy playing strategy-based board games. This could include students, educators, environmental organizations, and families or groups who are interested in learning more about waste management and resource building in a fun and engaging way. The game could also appeal to those who enjoy games that involve decision-making, critical thinking, and





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