



GROWING GREEN

CIRCULARITY IN VET

Building bolder greener businesses

Knowledge, reflection, business creation

The Game



Erasmus+

Enriching lives, opening minds.

The objectives of the game:

to foster circular and green thinking as well as green entrepreneurial mindsets in students at all levels of vocational education and training in Europe.

Elements of the game:

A simple gameboard. It can be easily printed on A 3 paper

Game tokens

A set of Lego bricks

4 sets of cards:

1 Green cards with knowledge and action questions, relating to lessons plans in Growing Green, sustainability goals, general questions relating to biodiversity, the green deal, circularity, footprint, etc. The students get a green Euro (or a point), when they give the correct answers.

2 Red cards with emergencies: Cards with disaster, which inspire discussions and reflection, whether disasters are man-made or related to climate change and how they can be mitigated.

3. Yellow cards - building bolder business – with knowledge questions related to business planning and creativity questions to design a green circular business idea and plan using the Business Model Canvas and Lego Serious Play methods.

4. A 5 card with a green circular Business Model Canvas, based on Alexander Osterwalder model.

How to play

The game is ideal for a team of 4 players.

Each player gets a game figure and a business canvas card.

Note paper, sticky notes, pens would be useful to develop business idea and to take notes of the points.

Access to Internet would be useful to do some quick research.

The first student rolls the dice and moves the figure. When she/he lands on a green/red/yellow spot they pick a card in the respective colour. He/she gets a point, when the answer is correct. The team decides whether the answer is fine. There are also some good luck/bad luck cards where the student can lose points.

The yellow cards have the aim to inspire students to build bold green circular businesses, learning basic concepts and using creative methodologies and team discussion/work to develop business ideas and canvases.

The teacher can set the clock how long the game lasts. It can be played in just 30 minutes or one or two hours. The game can also be used in project work to elaborate the business plans and kick-off real circular start-ups.

Variations of the game

Since the target groups are students at all levels in vocational education, including learners with disabilities, the teachers are encouraged to adapt the game by taking out cards, which may be too easy or too difficult or add new cards to keep a good flow.

The business ideation part can be played without the other components, using the business model canvas and Lego bricks to build businesses.

The game could also be played in a hybrid form with other schools in Europe to build bolder green businesses to create a healthier and more beautiful world.

The teachers should always encourage free discussion in the play teams and support the students to do research and seek reliable resources on the web to develop an understanding of issues related to the climate and ecology of our earth.

The game must also be fun! Playful learning fosters empathy and resilience and happier learners!

The players are also encouraged to share all their creative ideas to improve the game and the learning.

Enjoy and contribute to create a brighter world!

The Growing Green Game Team

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