



## Connecting Experience Remembering Energy

AGE GROUP

11+

AMOUNT OF PEOPLE

10+

TIME

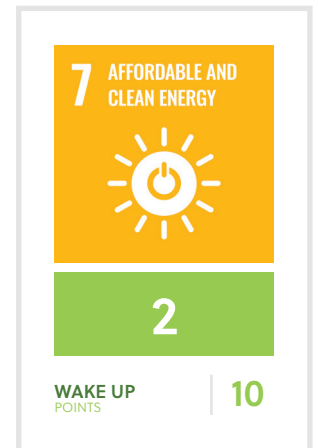
40 MIN

OBJECTIVE

To learn about water across the world.

MATERIAL

Paper and pens



### Instructions

Divide the group into teams. Each team must nominate a player. Each player draws a card. Players must try to communicate what is on their card without saying the word or item printed on it. Teams must guess the word or item on their players card.

There are 3 rounds, with the cards staying the same for each round.

### Rules:

- ▶ **1st round:** the players can say as many words as they need, they can only skip 3 cards
- ▶ **2nd round:** only 1 word per card is allowed. They can change cards as much as they want.
- ▶ **3rd round:** no words allowed; they need to mime the word. They can change cards as much as they want.



CONNECTING EXPERIENCE PAGE  
<https://ej2020.org/connecting-experience/>

HOST ORGANISATION



OFFICIAL EVENT



SUPPORTED BY



Clean	Renewable	Sun	Wind	Pollution
Air	Wind turbine	Electricity	Water	Fire
Carbon Emissions	Nuclear Energy	Solar panel	Fuel	Batteries
Elon Musk	Petrol	Deforestation	Pipeline	Energy
Green	Light	Waste	Greenhouse gases	Processor
Transport	Thomas Edison	Geothermal energy	Hydropower	Coal
Petrol station	Fossil fuels	Fire	Pollution	Green footprint
Cows	Green Peace	Greta Thunberg	Ecological	Biomass

**Debrief:**

- ▶ Which words are part of 'Clean Energy'?
- ▶ Which ones are not?

