



Connecting Experience Energy Battle

AGE GROUP

7+

AMOUNT OF PEOPLE

10+

TIME

20 – 30 MIN


OBJECTIVE

To learn about the different sources of clean Energy.

MATERIAL

an open space, one item that you can easily carry (neckerchief, hat etc.)

7 AFFORDABLE AND
CLEAN ENERGY



3

LOOK AROUND
POINTS | **10**

Instructions

Divide the group into two teams.

Each in the team is given the name of a type of renewable energy:

- ▶ Solar energy
- ▶ Wind energy
- ▶ Hydro power
- ▶ Biomass
- ▶ Geothermal energy
- ▶ Tidal energy
- ▶ Water turbine energy

Depending on the size of the group, team members can have more than one type of energy each or create more than two teams.

The teams face each other with the neckerchief (or item) in the middle.

When the leader calls one of the types of energy, the participant who is that energy runs into the middle to try to collect the item and run back to their team. If they get back to their team they win a point, but if the player from the other team tags them before they get back, they other team get a point.

As the game goes on, the leader can call the names by saying phrases like:

- ▶ All the energy that needs water
- ▶ The energy that needs a star to work
- ▶ Fire is part of this energy

Debrief:

- ▶ Which energy do you think is the best for your area?
- ▶ Do you use one (or more) of them in you daily life?



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

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