



THE PLAYGROUND

Teacher Delivery Guide

Introduction

All the information you and your pupils need to use The Playground is built into the tool, but if you're looking for more ideas or want to plan extra activities, you can use this guide and our **other resources** to do so.

Share this document with colleagues who will be logging into Count Your Carbon and using The Playground for the first time to help them get started.

About Count Your Carbon and The Playground

Count Your Carbon is a carbon footprint calculator for schools. After inputting data about various operational areas, schools receive a carbon footprint report. **Your school must have completed a calculation in order for you to use The Playground.**

The Playground is an educational tool which is accessible from within the Count Your Carbon dashboard. It allows your pupils to:

- Learn about their school's carbon footprint
- Understand the potential impact of various actions on your school's carbon footprint, through tinkering and exploring
- Vote on the actions they think their school should take to reduce its carbon footprint

It is aimed at children aged 9-14, and is designed for group participation, to be displayed on a whiteboard with an adult facilitating.

You don't need to have reviewed your school's carbon footprint report to use The Playground, but if you would like to, you can find it within the 'View/download reports' section of the Count Your Carbon dashboard.



How it works

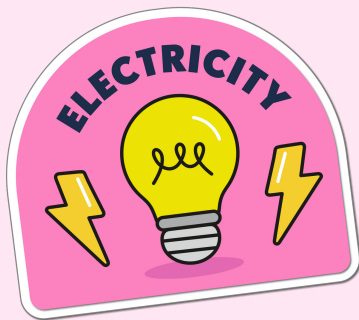
Data from your school's Count Your Carbon calculation feeds into six sections within The Playground:

- Electricity
- Purchasing
- Water
- Fuel
- Food
- Commuting

Each section features variables for students to tinker with, to enable them to understand the potential carbon impact of various actions in school. We've provided an overview below.



Questions in The Playground



What would happen if...

- ...we used more or less electricity?
- ...more of our electricity came from renewable sources?

Activity

Move the sliders to see the impact of increasing/decreasing the amount of electricity that your school uses

Move the sliders to see the impact of increasing/decreasing the proportion of renewable energy that your school uses

Questions in The Playground



What would happen if our school bought more, or less...

- ...computer and electronic products?
- ...manufactured goods?
- ...machinery and equipment?
- ...furniture?
- ...textiles?

Activity

Move the sliders to see the impact of increasing/decreasing the amount your school spends on each category

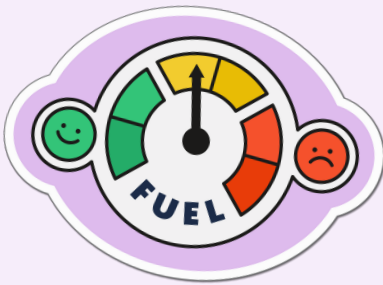


Question in The Playground

What would happen if we increased or decreased our water usage?

Activity

Move the sliders to see the impact of increasing/decreasing your water usage



Question in The Playground

What would happen if we switched our fuel source?

Activity

Use the drop-down menus to compare the emissions produced by your current fuel type against alternatives



Question in The Playground

What would happen if the proportion of meal types we chose to eat in our canteen changed?

Activity

Use the slider to see the impacts of altering the proportion of meat, vegetarian, and plant-based meals served in your school canteen



Question in The Playground

What would happen if staff and pupils changed how they travelled to school?

Activity

Use the slider to see the impacts of altering the proportion of staff and pupils travelling to school by car, bus, tram/train or walking/wheeling



Pupils should be guided through each of the sections, observing how simulated actions impact their school's projected carbon emissions. Educational content is provided within each of the sections to provide context and prompt discussion.

At the end of each section, pupils should discuss the feasibility of the actions against their impact on emissions, before saving their simulation.

For example: Reducing water usage by 30% would substantially reduce water-related carbon emissions, but is it realistic to expect that your school could reduce its water usage by 30%? What would your school need to do to achieve that, and is it realistic?

Once all sections are complete, The Playground invites pupils to vote on the operational areas they believe their school should prioritise for taking action. The results of the vote can then be shared with school leaders to influence carbon reduction planning

What's the aim of the game?

There are no 'right' answers, and it isn't possible to 'win'. The aim of The Playground is for pupils to understand how actions might potentially impact carbon emissions, and to form opinions around how their school might implement changes to reduce its carbon footprint.

Preparing to deliver The Playground

The Playground can be delivered within the timeframe of a lesson.

Access The Playground via the Count Your Carbon dashboard. If you haven't got a user account yet, ask the administrator for your school's Count Your Carbon account to add you as a user. Then, log on to The Playground and take some time to explore the site.

You could also review the **cheat sheet**, which provides key facts, discussion prompts and suggested activities.

Before the lesson, make sure you're logged in and have filled in your class details. After this, you'll reach the 'enter' page and you're ready to begin with your pupils.



Delivering The Playground



- 1 After entering The Playground, guide pupils through the introductory tutorial, which explains how the tool works and provides an overview of carbon footprints and emissions.
- 2 Next, guide pupils through each of the six sections by clicking the stickers on the dashboard. Once you're finished with a section, save and return to the dashboard by clicking X.
- 3 Once all sections are complete, visit the pupil vote' section. Use the plus and minus buttons to facilitate a vote, prompting pupils to select which area they think their school should focus on to reduce emissions.
- 4 Submit the votes and review your report as a class.

Expanding The Playground

To expand on The Playground in your teaching you could:

- Select some discussion prompts from the **cheat sheet** to encourage further class discussion
- Use our **quiz** to test your student's knowledge upon completion of The Playground.

If you're looking to build a larger scheme of work around The Playground we've provided some suggestions below:

- Download your school's carbon footprint report from Count Your Carbon and review it as a class. Explore which areas emit the most carbon and why, to prepare your class for engaging with The Playground.
- Plan lessons around each of the sections within The Playground using the key facts, discussion prompts, and activity suggestions featured in our **cheat sheet**. Bring The Playground in at the end to round off the scheme of work.
- Once pupils have made their way through The Playground, use our **debate activity guide** to encourage pupils to build arguments for/against the various actions that could be implemented to reduce their school's carbon footprint. Then facilitate the vote via the voting interface within The Playground.