

Instruction



CREDITS

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ACTIWATT is a game developed within the framework of the **Euronet 50/50 max project**: a European project aimed **to save energy mainly in schools**. More than 100 schools in the province of Barcelona and a total of 500 schools across Europe are participating.

How do we do it?

Firstly, by involving all the educational community to implement best practices in the energy management of their buildings. And secondly, by working together with local councils, which return 50% of the savings achieved at each school after the first year.

You can find all the information about, and resources for, the project on its website:
<http://euronet50-50max.eu/ca/>

ACTIWATT is one of these resources of the project intended to consolidate, in a very amusing way, the concepts related to energy efficiency and saving previously learned. Actiwatt is designed to be played not only at schools participating in the Euronet 50/50 max project, but also in any other school, and as part of any celebration or recreational event organized by a school or a council.

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**ACTIWATT:
a team game.**

NUMBER OF PARTICIPANTS IN THE GAME:

minimum 4 and maximum 16 recommended.

NUMBER OF PARTICIPANTS PER TEAM:

from 2 to 4 per team.

NUMBER OF TEAMS RECOMMENDED:

minimum 2 and maximum 4, though the game includes 6 pieces in case more teams are needed.

AGE:

from 6 years onwards. Cards are classified according to age.

- Blue cards: from 6 to 10 years old
- Green Cards: over 10 years old.
- Orange cards: For participants in the Euronet 50/50 max project over 10 years old. These cards should be mixed with the green ones.

R U L E S O F T H E G A M E

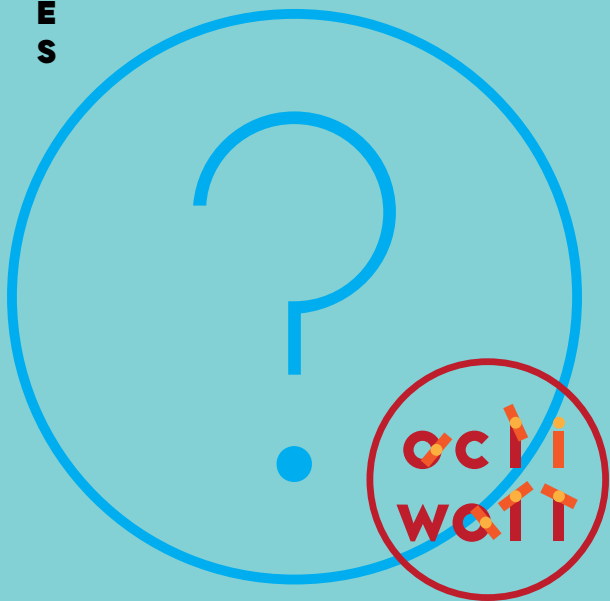
Rules of the game:

1. Teams should be organised to keep the game lively and maximize player participation. For example, if there are 8 participants it is better to make 4 teams of 2 than 2 teams of 4.
2. Each team has a representative who throws the die, does the test or speaks on behalf of the group. After each test or team game the representative should change. It is recommended to establish, in advance, the order for the representatives. One player cannot repeat until the rest of the team have been representatives the same number of times.
3. Each team has different coloured piece on which they put the rings which represent their points. A ring is worth one point.
4. Each team rolls the die and the one with the highest score starts. Play then passes to the right.
5. Each team in turn throws the die and advances the number of squares indicated. The team has to do a test according to the square on which it lands. There are a series of cards for each type of square, with the same symbol. The representative takes the card from the top of the pile. The team must do what is indicated on that card.

6. If a team passes a test it gets 1 point, except on the 'Games' square where the team winning the team game gets 3 points (see 'Games' square).
7. If a team fails the test it goes back to the nearest 'Playground' square and, if there is none, to the departure square (see 'Playground' square). The team does not throw the die again. In the team game at the 'Games' square none of the teams will have to go back (see 'Games' square).
8. The game ends when a team completes the circuit and lands exactly on the 'Finish' square. This team will get 3 points.
If the number on the die is higher than the squares left till the 'Finish' square, the team must continue counting backwards, will not get any points and will have to try again on its next turn.
9. When a team's piece lands exactly on the 'Finish' square the game is finished. Then the rings of each team will be counted and the team with the most rings is the winner.
10. Once the rings are counted, in case of a tie, the winner is the team whose piece is closer to the 'Finish square'. If the teams are still tied, the winner will be decided by a roll of the die.

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When a team's piece lands on a square like this **the team has to answer a question.**

The representative of the team playing next takes the card from the top of the corresponding pile and reads it. (The instructor can do that as well).

The team has 1 minute to answer. The answer is only valid when if it is said by the representative.

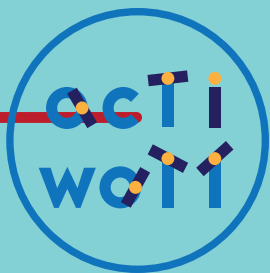
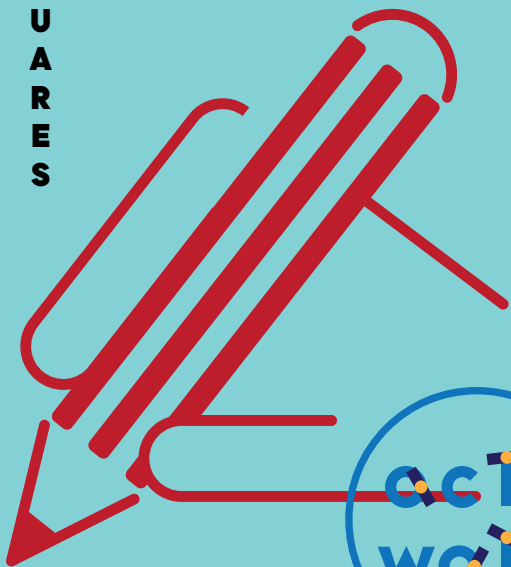
The person who read the question checks the answer. The correct answer is the one in bold. There is sometimes an explanation, which should also be read. Once verified the response the card is returned to the bottom of the same pile.

If the answer is correct the team gets 1 point.

If the answer is not correct the team goes back to the nearest 'Playground' square and, if there is none, to the departure square.

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When a team's piece lands on a square like this the representative takes the card from the top of the corresponding pile and, without the rest of the team seeing the word or phrase written on the card, **must draw it or make it with play dough so that the rest of the team can guess it.**

The team has 1 minute to do the test.

If the team passes the test, it earns 1 point.

If the answer is not correct the team goes back to the nearest 'Playground' square and, if there is none, to the departure square.

Once the response is verified the card is returned to the bottom of the same pile.

IMPORTANT NOTE:

— For 6 to 10 year old players, the word might be drawn with chalk on the blackboard or drawn without looking (with the 'I CAN'T SEE' glasses on).

— For players over 10, the word might be drawn with chalk on the blackboard, drawn without looking (with the 'I CAN'T SEE' glasses on) or modelled with play dough.

MATERIAL:

— In this case, a blackboard, chalk, cloths, play dough and the 'I CAN'T SEE' glasses are needed.

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Ssshhh..... On this square the most important thing is SILENCE. **It is a mime test.**

When a team's piece lands on a square like this the representative will take the card from the top of the corresponding pile and, without the rest of the team seeing the word or phrase written on the card, **mime** it so that the rest of the team can guess it.

The team has 1 minute to do the test.

If the team passes the test, it earns 1 point.

If the answer is not correct the team goes back to the nearest 'Playground' square and, if there is none, to the departure square.

Once the response is verified the card is returned to the bottom of the same pile.

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Team competitions

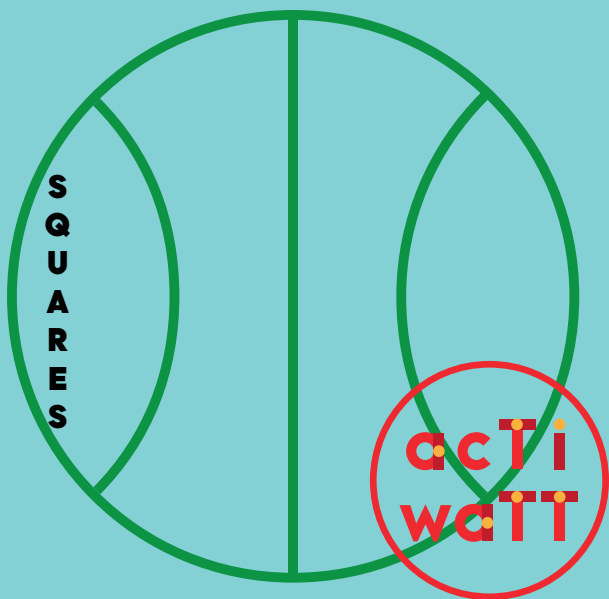
When a team's piece lands on a square like this the representative will take the card from the top of the corresponding pile. This will state the game to be played by all the teams. After reading the card, it is returned to the bottom of the same pile.

For each team, the representative at that time participates in the game.

Each card explains the game, the rules and the equipment needed.

The winning team gets 3 points. The rest of the teams do not have to go backwards.

PLAYGROUND



When a team's piece lands on a square like this, the team will have to throw the die again.

The teams losing the game have to go back to this kind of square and do NOT roll again.

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When a team's piece lands exactly on this square the game is finished.

The team who reaches the finish square gets 3 points.

C There are 2 type of circuits: the short one and the long one.

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R SHORT CIRCUIT:

Squares 1 to 24. Number 25 is the 'Finish' square.

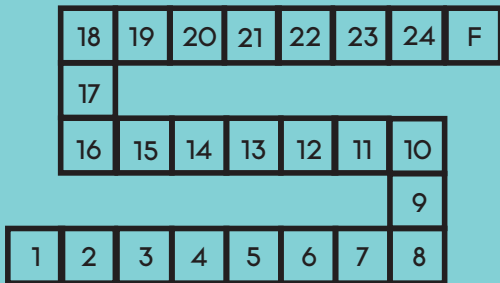
C Recommended for participants from 6 to 10 years old, as well as to accelerate the game when there are many teams playing.

U It is possible to make 2 different short circuits: one with the squares numbered from 1 to 24 (plus the Finish one) and the other with squares 25 to 48 (plus the 'Finish' square). The squares are numbered on the back.

I
O Squares can be placed in various patterns according to the available space.

F A space can be left in the middle to do the tests so that all the playing area is set together.

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TESTS AREA

C I R C U I T O F T H E G A M E

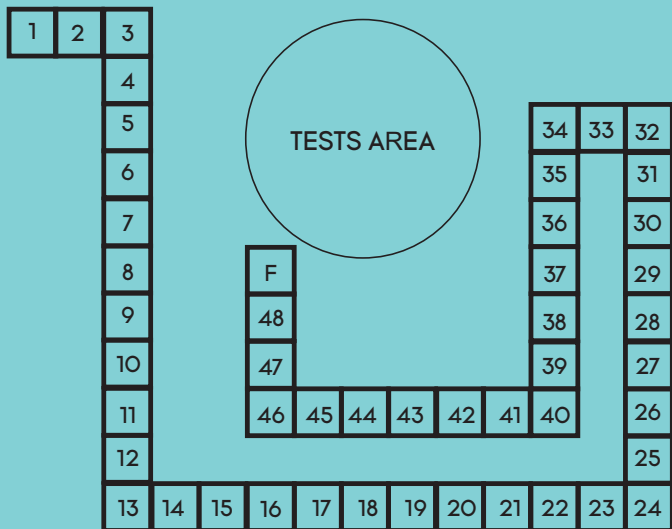
LONG CIRCUIT:

Squares 1 to 48. Number 49 is the finish square.

Recommended for age 10 and over. Can also be used to slow down the game when there are only 2 teams.

Squares can be placed as preferred to better fit in the room to be used.

A space can again be left in the middle to do the tests so that all the playing area is set together.



EQUIPMENT IN A BOX

<u>UNITS</u>	<u>PRODUCT</u>	<u>MATERIALS</u>
25	Tiles 29x29cm	Cork
1	Hourglass	Made from plastic and sand
6	Pieces	Various woods
102	Ring	Pine wood
184	Card	Recycled paper fibre
1	Blackboard	Slate and wood
3	Chalk	Hemihydrated calcium sulphate
4	Play dough (block)	Plastic derivative. Various colours
8	Pencil	Wood and graphite
1	Eraser	Wood and felt
1	Inflatable die	Plastic derivatives
1	Glasses	Plastic polymer
20	Balloon	Plastic derivatives
30	Paper (sheet)	Recycled paper fibre
25	Straw	Plastic derivatives
6	Table-tennis ball	Plastic derivatives

ACTIWATT is presented in 2 wooden boxes, each one containing the equipment for building a complete short circuit. Instructions are included.

DID YOU KNOW...

ACTIWATT squares are made out of cork obtained from cork oaks in Catalonia.

Cork is a **natural material**. It is an **ecological, natural, renewable and recyclable** raw material.

Cork comes from the outer part of bark of the cork oak tree. It is a porous, waterproof material, which protects the trunk, the branches and the big roots.

Cork can be harvested for the first time when the tree is about 25 years old. After this first time, the further peelings can be done when it gets back to a thickness of about 25 millimetres (every 5 to 10 years approximately).

Most of the extracted cork (70%) is used in manufacture of wine corks (about 375.000 tonnes per year). Another 15% is used in the construction sector (i.e. as a thermal insulator), 7% in the automotive industry and 8% is left for other uses such as, for example, a component of wind instruments to prevent air escaping through the keys and other parts.

Its powder can be utilized as fuel in factories.

DID YOU KNOW...

To guarantee that ACTIWATT has the minimal environmental impact possible, ecodesign criteria have been incorporated in its graphic design and printing.



Diputació
Barcelona



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