

Purpose of the game : raise the children's awareness about a mobile phone's life cycle, so that they become responsible consumers, conscious of the issues surrounding sustainable development.

Players' age: as of 10 years old.

Number of players: 4 to 8 (we will therefore use 3 games for a class of twenty)

Length: around 20 minutes with 2 teams and 30 minutes with 3 teams.

Material: a game board, 44 question cards or bonus/penalty cards in one box, 1 die, 3 pawns, 1 set of rules.

Game board: It contains 42 boxes:

- a) The starting box ('départ')
- b) Boxes 1 to 10 which revolve around the **production** ("la fabrication") of the mobile phone.
- c) Boxes 11 to 20 which revolve around **using** ("l'utilisation") the mobile phone.
- d) Boxes 21 to 30 which revolve around **abandoning** ("l'abandon") the mobile phone.
- e) Boxes 31 to 40 which revolve around **recycling** ("recyclage") the mobile phone.
- f) The last square (Solidarcomm)

Preparation:

- a) Place the cards upside down sorted by colour on the table.
- b) Make equal teams of 2 (or 3); every team chooses their coloured pawn.
- c) Explain the rules of the game.
- d) Each team throws the dice; the one which gets the highest number starts (and becomes team A).

Rules:

- a) Team A throws the die and moves their pawn forward matching the number on the die.
- b) Team B takes a card corresponding to the colour team A fell upon and asks team A the question.
- c) If team A answers incorrectly, they do not move forward.
If team A answers correctly, they can throw the die again and, again, move their pawn forward. They do not answer a question on this go.
- d) On the next turn, team B throws the die and team A asks the question.
- e) For the following turns, the team answers the question before they throw the die and rule c) is applied.
- f) For bonus/penalty cards, the pawn is moved forward or backward depending on what is indicated on the card.
- g) For the bonus/penalty boxes:  → go forward two boxes  → go back three boxes.

End of the game:

The team that arrives first on the Solidarcomm box must answer a question of the opposite team's choice, chosen in the pile of their choice. If they answer correctly, they have won, if not, the game continues!