

Sustainable Cities

Description of activity

In groups children get to make a city/community which they think is sustainable. For example, some children can make a farm which includes windmills. A discussion can be had with the children to see if they know what could make their projects sustainable such as growing their own food and creating electricity from windmills.

Children can base their model off a certain sustainability goal or be as creative as they want.

Number of Children taking part in activity:

This activity can involve any number of children but a group of 4 is easier to manage and be there if they need help

Play Space used:

Arts and crafts area

Sustainability goals incorporated into activity:

- 6 – clean water and sanitation
- 7 – affordable and clean energy
- 11 – sustainable cities and communities
- 12 – responsible consumption and productions
- 13 – climate action
- 15 – life on land

Suggested Learning Outcomes for Children:

- Develop an understanding for sustainability
- Teamwork by collaborating and working together#
- Co-ordination skills

Meta Skills

Self-Management

Focusing ☒ **Integrity** ☐ **Adapting** ☒ **Initiative** ☒

Social Intelligence

Communicating ☐ **Feeling** ☐ **Collaborating** ☒ **Leading** ☐

Innovation

Curiosity ☐ **Sense-making** ☐ **Creativity Critical** ☒ **Thinking** ☐

Activity Time:

30 Minuets

Resources Required:

- 6 A4 SDG print outs for children
- Paper/pens/pencils
- Natural resources
- Model premade

Requirements for Risk Assessment:

- Choking hazard for small materials
- Possibility of cutting or hurting themselves whilst using tools such as scissors
- Make sure all materials are washed thoroughly as risk of allergy

Implementation (step by step guide):

- Start by talking about the sustainability goals that are linked to workshop
- Children talk about linked goals within groups
- Talk about what sustainable resources we have available
- Pick one sustainability goal and make model according to that goal with the natural materials
- Have a demonstration/already made model