	Challenges *Virtual Home Edition*

Race for the Planet is made up of a series of challenges for students to participate in and compete to show and make an impact with their environmental knowledge and creativity.

Challenges take place over the course of your Race for the Planet event time-frame, generally 2-6 weeks. Throughout the event, participants post about their activities and achievements on social media. Judging and awards for Challenges take place after your selected Event Time-Frame concludes.

You choose which events you would like to include in your Race for the Planet: Virtual Home Edition. For each challenge you choose, Project Green Schools will provide:

- Event Description
- Instructions
- Downloadable/Distributable Materials
- Scoring and/or Judging Rubric and Tracking Spreadsheet

SELECT YOUR CHALLENGES

Project Green Schools recommends selecting a mix of at least 3 challenges. You can choose as many more as you like to round out your Race for the Planet: Virtual Home Edition. And… if your school/organization has a great idea for an event or challenge, you may add it to your Race for the Planet (share it with us so we can share it with others)!

Race for the Planet Challenges		
Challenge Title	**Short Description**	**PGS Pathways**
Upcycle Challenge	Upcycling is when you take something that is no longer useful or is about to be disposed of, and you transform it into something new that is useful or beautiful. Participants will upcycle an item of their choosing and submit it to be judged in the Upcycling Challenge. A team of judges adjudicate the submissions. Top submissions are awarded: Most creative. Most useful. Most likely to divert large amounts of waste.	Waste Management

Challenges Continued		
Challenge Title	**Short Description**	**PGS Pathway**s
Step Bet	Step bet is a competition between friends that you participate in by doing what you already do every day - walking. Students set goals and track (via pedometer or tracking app) how many steps they take each day, motivating them to walk more often than drive and also to get outside and play rather than sedentary activities. Increase steps by taking the stairs instead of the elevator, walk outside during lunch, or go for an early morning jog! Prizes are awarded for "most steps taken" over a period of time.	Green & Healthy Schools & Communities, Outdoor Learning & Exploration
Green Robotics Design Challenge	Robotics is making great strides in helping the world go green. Innovation is everywhere and students can be a part of that right now! Teams and/or individuals design a robotic solution that makes an environmental impact. Provided with a design form, students come up with an idea, describe it, draw it, identify technologies that would need to be used (or invented), and submit their designs (robots are not created, just designs). The designs are adjudicated by a panel of judges. Top submissions are posted online and awarded for: Design Excellence. Innovation. Potential for Environmental Impact.	Stem & the Future of Sustainability, All
Small Actions Energy and Water Challenge	Big environmental impacts can be achieved by adding up all the small personal actions we can choose to take every day to conserve energy and water.	Energy, Water

	Participants receive a sheet of water and energy conservation actions that they can choose to do at home. They make a pledge to make changes of their choosing (including, how much less/how often) and share their goals and progress with their friends. When we reduce our environmental impact, everyone wins! In the Closing Ceremonies, congratulate all students who participated and ask them to share their personal actions and impact via social media Example Small Actions: ● Turn off the lights every time I leave a room. ● Turn off the faucet while brushing my teeth. ● Take a shower in less than 5 minutes.	
Plogging	Plogging is jogging while picking up litter! To put it simply, it is cleaning up while you exercise. Invite students to go out plogging with their family!. The groups are sent out to different places in the community to complete the challenge. In plogging, everyone wins! Announce and celebrate the # bags of trash picked up, spaces cleaned and distances covered.	Green & Healthy Schools & Communities
Sustainable Garden Design Challenge	Creating a sustainable garden takes careful thought and design. Teams and/or individuals design a sustainable garden. Provided with a design form, students come up with a design, identify the plants, the layout and the technologies required. They also write up a report identifying their goals (e.g.; zero waste, healthy soil, natural pest control, organic methods, water management, etc.) Teams submit their designs (gardens are not created, just designs). The designs are adjudicated by a panel of judges. Top submissions are posted online and prizes are awarded for Design Excellence, Innovation and Potential for Environmental Impact.	STEM and the Future of Sustainability, Ecosystems and Biodiversity, Land, Air and the Natural World

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Sustainable Scavenger Hunt	The Sustainable Scavenger Hunt is a fun and easy way to get the whole community involved in promoting a more sustainable environment. Teams sign up and receive a checklist of items to find and/or things to do. Each team will be accompanied by a judge to ensure that all the tasks are completed. The team which completes all the tasks the fastest wins! Examples of checklist items: ● Unplug a power cord that does not need to be plugged in ● Find an item in the trash that could have been recycled - do it. ● Find an item in the trash or recycle bin that can be upcycled. Describe your upcycling idea.	Green & Healthy Schools & Communities