Events and Challenge Summary

Race for the Planet is made up of a series of events and 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 program. 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 program. 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
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

Challenges Continued		
Challenge Title	**Short Description**	**PGS Pathways**
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. 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.	Energy, Water
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).	STEM and the Future of Sustainability, Ecosystems and Biodiversity, Land, Air and the Natural World

Challenges Continued		
Challenge Title	**Short Description**	**PGS Pathways**
Trashketball	Trashketball combines recycling know-how with basketball prowess. On a basketball court, mark one net as “trash” and the other net as “recycling”. Create teams (ideally 4-6, but any number works). Teams line up at the center line facing a judge who has a rack of basketballs and a list of items. The judge asks the 1st player on the 1st team whether an item is “trash” or “recycling”. If the player gives the correct answer, they are given a ball and get the chance to try and shoot a basket in the proper side of the court (any distance or style is allowed). Each player from each team gets a chance (multiple rounds if you desire). The winning team is the one who makes the most baskets.	Waste Management
Sustainable Scavenger Hunt	The Sustainable Scavenger Search 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 and Healthy Schools and Communities
Don’t Waste a Drop of Water Relay	The water relay brings awareness to water conservation in a light and fun competition. Relay teams of 4 people enter a 4x100 relay race (once around a standard track/4 team members). Each team is given a full cup of water. The cup is marked with a black line ½ inch below the top. The teams must run the race as quickly as possible without allowing the water to fall below the line (or that team is out).	Water

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Recycling Race	The recycling race brings awareness to proper recycling categorization and opportunities. Teams (groups of 3-5 people) sign up to compete. For each team, a recycling station (types and combinations of bins depend on the municipality) with bins for Trash, Paper, Plastic, Glass, Metal, and Compost are set up. Team members (wearing gloves) stand 10 yards away with a bin of waste to be sorted (pre-populated with appropriate challenge materials). Teams must race to complete the sorting. A judge stands watch over each team and for every piece sorted incorrectly, 30 seconds is added to their time. The team with the fastest clocked and calculated time wins.	Waste Management
Environmental HI-Q	Environmental HI-Q tests the environmental knowledge of your students as they compete to be knowledge champions. Put together 2 or 3 teams (3-5 players per team). Seat each team at a table and provide them a buzzer/bell. A judge presents questions (from varied categories and with varying degrees of difficulty). After each question is read, teams are allowed to discuss and decide on their answer. The first team to hit their buzzer is given a chance to provide their answer. If they are correct the team gets a point. If they are incorrect, the next team to buzz in is given the chance to answer. The team with the most points at the end of the session is the winner.	All
Minute to Win It	Minute to Win It combines environmental trivia with skill and ingenuity in one minute challenges. Students can participate as teams of 1, 2 or 3 people. Five challenge stations are set up. A facilitator leads the team through the gauntlet of challenges. At each station, the team is first presented with a True/False trivia question (questions will be provided). If the team gets the question correct, they receive 5 points and they also get the opportunity to try the challenge. If the challenge is completed in one minute or less, the team receives an additional 5 points. If the team answers the question correctly but does not complete the challenge in time, they keep their points for the question and move on to the next question and challenge. At the end of the competition, the team with the most points wins. Example Challenges: • Complete an upcycled box puzzle (cut up a cereal box into different puzzle shapes) • Stack X number of aluminum cans to make a tower • Correctly order the stages of making a plastic water bottle • Quickly sort a box of items into "recycle" or "garbage" • Match the picture with the correct length of time it takes to break down in the environment.	All

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Consumption and Efficiency Puzzle Race	What actions increase or decrease our consumption and increase our efficiency? Some are easy to discern, but others require some knowledge. The Consumption and Efficiency Puzzle Race invites kids to figure out good consumption habits while competing against their friends. Create teams of 3 - 5 kids. On a white board or wall, create an area for each team and mark 3 columns: Low - Medium - High. In a series of categories, actions or methods are pictured or described in puzzle pieces (provided in a download). Students must correctly categorize each of the puzzle categories. When they believe the entire puzzle is correct, they ring a bell. A judge tells them whether they have all categories correct, or gives them the number incorrect (but not identifying which are incorrect). If they have any in correct, they must scramble to fix their puzzle. The winner is the first team to ring their bell with all categories correct. Example categories: • Washing Dishes: 1. Running water from the faucet, 2. Create a pot of hot soapy water, 3. Run the dishwasher. • Reading Light: 1. Lamp with 3 LED light bulbs, 2. Lamp with 1 incandescent lightbulb, 3. Sitting in a window using sunshine. • Transportation: 1. Drive a car with a combustion engine, 2. Drive an electric car, 3. Take a bus • Shopping Bags: 1. Plastic grocery bags, 2. Paper grocery bags, 3. Reusable grocery bags	Water, Energy, Transportation, Green Living and Consumerism
Sustainable Meal Choice Match-Up	Sustainable eating is when you, as a consumer, eat foods that are better options for the environment than what you normally would. For this game, two pictures will be displayed and it is up to you to decide which is the sustainable and which is the unsustainable option! For an extra point explain why the option you chose was the sustainably correct option.	Food & Agriculture, Green Living
Coastal Clean Up	Coastal Cleanup brings communities together to clean up our oceans, beaches, and waterways by collecting trash, categorizing it, and documenting what is littering our coastlines. Points can be awarded based on the amount of garbage bags filled!	Water, Waste Management
Mindfulness	Participants will be challenged to practice mindfulness in one of four ways: practicing breathing techniques, daily yoga, gratitude journaling or supporting local farmers through a SOLE diet. (Sustainable. Organic. Local. Ethically Raised. Points can be awarded based on meeting your goals and daily commitments.	Green and Healthy Schools and Communities