

# Recycling

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## Meeting Overview

This will be a linking meeting with Falcon Pack.

6:30 - 6:35 Opening (Nestor/Paul)

6:35 - 7:00 Game (All)

7:00 - 7:40 Junkyard Symphony

7:40 - 7:55 Craft (All)

7:55 - 8:00 Closing (Nestor)

## Opening

Standard opening -- should not take longer than roughly 5 mins.

## Game

### Recycle Challenge

Prior to the game leaders should divide up recyclables into piles of at least 10 or more items with a fairly even distribution of bottles, cans, cardboard, etc. Cover with a garbage bag.

Divide the group into teams. (The number of teams will depend on how much we have in terms of materials. Ideally teams of 4 or 5 kids would work best.) Each team is assigned a pile to use. The piles are revealed and each team is given approx 10-15 mins to use the materials and their imaginations to make something new. Each team will also be provided with scissors, tape and string. It could be a set instruments or furniture or whatever.

Points will be given to each team:

- 1 point for each item used
- 5 points for most unique product
- 5 points for most functional product

## Junkyard Symphony

We will enjoy a 40 minute show put on by the Junkyard Symphony (<http://www.junkyardsymphony.com/>)

## Craft

### Plastic rain gauge

Take a plastic water bottle and carefully cut in half about  $\frac{1}{3}$  from the top using scissors. Invert the top and place back inside the lower half (acts as a funnel). Using tape or just markers and a ruler create graduations along the side of the bottle.



## Closing

- Standard closing

## Materials/Resources:

- need standard plastic water bottles (Paul)
- permanent markers, rulers, scissors, tape (Paul)
- need all leaders to bring in blue or blackbox items (clean) as well as any random items (ribbon, material, yarn, feathers, cotton balls, popsicle sticks, etc.)
- scissors, tape, string (Paul)