

# Challenge Card

# SDG 12 - Responsible Consumption

# Community



Sustainable Development Goal 12  
Responsible Consumption and  
Production

## Key SPICES Growth



Social



Physical



Intellectual



Character



Emotional



Spiritual

## Likely Scout Method Element/s



Community  
Involvement



Learning  
by Doing



Nature and  
the Outdoors



Patrol  
System



Personal  
Progression



Promise  
and Law



Symbolic  
Framework



Youth Leading,  
Adults Supporting

## Best For



Joey  
Scouts



Cub  
Scouts



Scouts



Venturer  
Scouts



Rover  
Scouts

## Plan>

1. Find a parachute (or tarp or sheet) for use in your activity.
2. Borrow a projector and screen to play the e-waste video:  
[www.youtube.com/watch?v=JXDrIvShZKU](http://www.youtube.com/watch?v=JXDrIvShZKU)

## Do>

### Activity 1

1. Gather the group into a circle around a play parachute.
2. Lift the parachute up as a group and the Activity Leader will call out a statement.
3. Anyone who agrees with the statement should run under the parachute and swap with another person before they get trapped as the group pulls the parachute back down.

### Statements:

- I have a mobile phone.
- I have owned more than one mobile phone.
- I like to upgrade my phone as soon as I can.
- I still have an old mobile phone lying around at home.
- I have sold or given away an old mobile phone.
- I have thrown away an old mobile phone.
- I have never thought about what happens to old mobile phones.

## Review>

1. What did you learn ?
2. What will you take away
3. Will you change what you currently do ?

### Activity 2

1. Show the video
2. What issues are highlighted? What surprised you? What do they think the impact is of sending e-waste to Ghana / Nigeria?
3. Repeat the game with these extra statements:
  - I am surprised that many of the phones end up in Africa.
  - People in Ghana / Nigeria are making good use of our old phones.
  - I want to find out more about what to do with my old phone.