

Mini Project – The Green Way Home

- 12 Situations
- 4 Areas
- Players must solve 1 situation in each area
- Item cards – pick up along path
- Maximum 3 item cards in inventory – trade, discard, use
- Green tokens – solved situations?
- Clean tokens - solved situations?
- Educational facts on situation cards
- Eco trade point – swap item cards with deck, discard items (back to deck) or trade with players

Areas:

- Beach
- Park
- Town
- Field

Beach

- Oil Spill (needed: doggy boots and bucket) – Fact: Oil spills harm marine life by coating fur and feathers, making it hard to stay warm or swim. You can help by reducing use of oils and chemicals near water and supporting beach clean-ups.
- Seagull with Plastic Ring around neck (needed: false sharp teeth or bark dial and blanket) – Fact: Plastic rings and litter entangle birds. You can help by cutting six-pack rings before disposal, using reusable packaging, and picking up litter.
- Seal trapped in fishing net (needed: strong false teeth or bark dial and blanket) – Fact: Ghost nets trap have been trapping marine life for years. You can help by supporting ocean clean-ups and choosing sustainable seafood.

Park

- Hedgehog stuck in coffee cup (needed: blanket and bark dial or magic recycling bag) – Fact: Litter in parks can trap small animals. You can help by picking up litter, using reusable cups, and keeping gardens wildlife-friendly.
- Duck tangled in balloon string (needed: sharp false teeth or blanket and bark dial) – Fact: Balloon strings are deadly for wildlife. You can help by avoiding balloon releases, properly disposing of balloons, and cleaning waterways.
- Dirty fountain (needed: bucket and magic recycling bag) – Fact: Polluted water spreads bacteria and harms wildlife. You can help by properly disposing of waste, reporting pollution, and using fewer chemicals in gardens.

Field

- Plastic bottles in river (needed: net or magic recycling bag) – Fact: Plastic harms aquatic life and takes hundreds of years to degrade. You can help by recycling, using reusable bottles, and joining local clean-up events.
- Rabbit caught in snare trap (needed: strong false teeth or blanket and bark dial) – Fact: Illegal traps injure wildlife. You can help by reporting traps, advocating for animal protection, and creating safe wildlife spaces.
- Fox hunted by dogs/fox hunters (needed: super bark or glow in the dark collar) – Fact: Fox hunting with dogs is illegal in the UK under the Hunting Act 2004, but wild animals are still at risk from illegal hunting or habitat loss. You can help by reporting suspicious hunting activity, supporting wildlife protection charities, and respecting wildlife habitats.

Town

- Abandoned box of kittens (needed: bark dial and blanket) – Fact: Stray kittens need care and warmth. You can help by adopting pets responsibly, reporting strays, and supporting animal shelters.
- Dog snatchers (needed: super bark or bark dial or glow in the dark collar) – Fact: Some animals are illegally captured for sale. You can help by reporting suspicious activities and supporting animal protection charities.
- Car pollution (needed: Magic sniffer mask) – Fact: Vehicle emissions create smog and harm both humans and animals. You can help by walking, cycling, using public transport, or carsharing.

Item Cards:

- Doggy boots (2) – Green uses these to protect his feet when handling sharp or toxic objects (oil, traps, scissors)
- Sharp false teeth (3) – Green uses these to gnaw through plastic rings or strings
- Strong false teeth (2) – Green uses these to break nets or snare traps
- Blanket (3) – Green uses this to keep animals warm while they are being rescued
- Magic recycling bag (2) – Green uses this to clear litter or plastic (player can replace this item card with a new one upon using)
- Bucket (2) – Green uses this to clean up oil
- Net (1) – Green uses this to clean up plastic or litter from water
- Bark Dial (3) – Green uses this phone to call Wildlife Rescue to rescue wildlife
- Super Bark (2) – Green uses this to scare off predators
- Glow in the dark collar (1) – Green uses this to distract predators
- Magic sniffer mask (1) – Green uses this to filter fumes and pollution into clean air

Special Event cards:

- Hotdog Vendor – A hotdog vendor gives Green a hotdog for being a good boy, move forward 2 spaces (Street food wrappers are often littered. Always use bins to keep streets clean)
- Follow that scent! – Green smells something interesting and wanders off the path, move to the next item space and take an item card from the deck (Dogs use their powerful noses to explore their environment)
- Curious Beagle – Green stops to investigate a sound from the bushes, pick up 1 item card (Animals often investigate litter because it smells like food)
- Community Clean Up – volunteers help to clean the environment; automatically solve any litter situation you land on (Community clean-ups remove thousands of kilograms of litter every year and aid in cleaning up the environment)
- Strong winds – all players must discard 1 item card back to the deck (Wind can carry litter long distances into rivers and oceans)
- Stormy weather – A rainstorm causes litter to flow into the river; all players must move 1 space backwards (Rain can wash litter from streets into waterways and pollute them)
- Kind stranger - A dog walker helps Green look for useful items, draw an extra item card (Responsible dog walkers can help keep parks clean for wildlife by disposing of dog waste and litter)
- Green loves to dig! - Green digs in the dirt and finds something useful, draw an extra item card (Beagles were originally bred as hunting dogs and love digging)
- Wildlife Rescue – Green barks at a local wildlife rescue team for help, automatically solve any trapped animal situation you land on (Wildlife rescue teams help injured animals return to the wild)