

# Take Aim at Trash!



Gregg Bollinger, Flotilla 053-19-04

Take Aim at Trash is a children's game and the brainchild of Gregg Bollinger, DSO-MS, District 5N. It's easily constructed of inexpensive, readily available materials, and great to use with young people at Public Affairs events! The game can be played by individuals or competing teams.

## How to Play Take Aim at Trash

1. Participants shoot at the pieces of trash. Scoring:
  - a. Hit the plastic bottle: 75 points
  - b. Hit the aluminum can: 50 points
  - c. Hit the plastic-coated carton: 25 points
2. Participants then check the accompanying "Do You Know Where Your Litter Is" poster to find --and learn about-- the time needed for each of the three items to biodegrade. If available, award the participant a sticker!

## Materials Needed

- A cardboard box large enough to act as a base for these three pieces of CLEAN trash:
  - an aluminum can
  - a plastic bottle
  - a plastic-coated box, such as a juice box
- A toy dart gun that fires soft darts
- An 8 x 11 "Do You Know Where Your Litter Is?" poster, available from ANSC (ANSC-4107), for participants to check the time it takes for each of the three items to break down.
- Stickers to award participants: ANSC-4079 *Sea Partners* stickers and/or ANSC-4079A *Sammy the Sea Otter* stickers are great for this purpose.

## Construction

1. Decorate the box with pictures of trash, people picking-up trash, and the Sea Partners logo, all of which are available online (note: be cognizant of copyrighted material). Leave enough room for the directions shown below.
  2. Print this page, cut on the dotted line, and attach the game directions to the box.
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# TAKE AIM AT TRASH !

Aim at a trash object with the dart gun... hit & score:

- plastic bottle = 75 points
- aluminum can = 50 points
- plastic-coated carton = 25 points

Now check the poster to learn how long it will take for each object to biodegrade!