

Planeteers is a team-based educational game where children learn to make smart, kind, and sustainable choices for themselves, their communities, and the planet.

Through fun, interactive decision-making, children discover how small everyday choices can lead to big impacts. As they play, they explore the balance between money, health, and the environment, understanding that thoughtful moderation is the key to a happy and healthy planet.

Blending competition, collaboration, and cooperation, Planeteers encourages children to think critically, work together, and take responsibility for the world around them, all while having fun.

STEP 1: SET UP (Before Students Arrive)

Teacher Preparation:

- Log in to the platform
- Keep:
 - Mission Cards ready
 - Category Cards sorted
- Write on the board:

How do we keep our planet happy?

STEP 2: INTRODUCTION



Planeteers

"Hello, Planeteers! 🌱

Earth is our home. Everything we do: what we eat, how we travel, how we play, changes our planet. But here's the exciting part... **YOU** have the power to make it better.

Tell me, what do you see around you every day? "

🌈
🌐 Done discussing, ready to dive in!

Teacher (Pause – 5 minutes):

- What do you see at home or at school?
- What makes people happy?
- What helps nature?

Encourage a variety of responses



"Wonderful. You already know so much about your world. ✨"

Today, you will become **Planeteers**—protectors of your villages and the planet.

First, you will help your own village...
Then, you will work together to build something **BIG**.

Are you ready?" 💪🌍

 **We're Ready!**

Teacher:

"Let's build our villages!"

STEP 3: CREATE VILLAGES

Teacher:

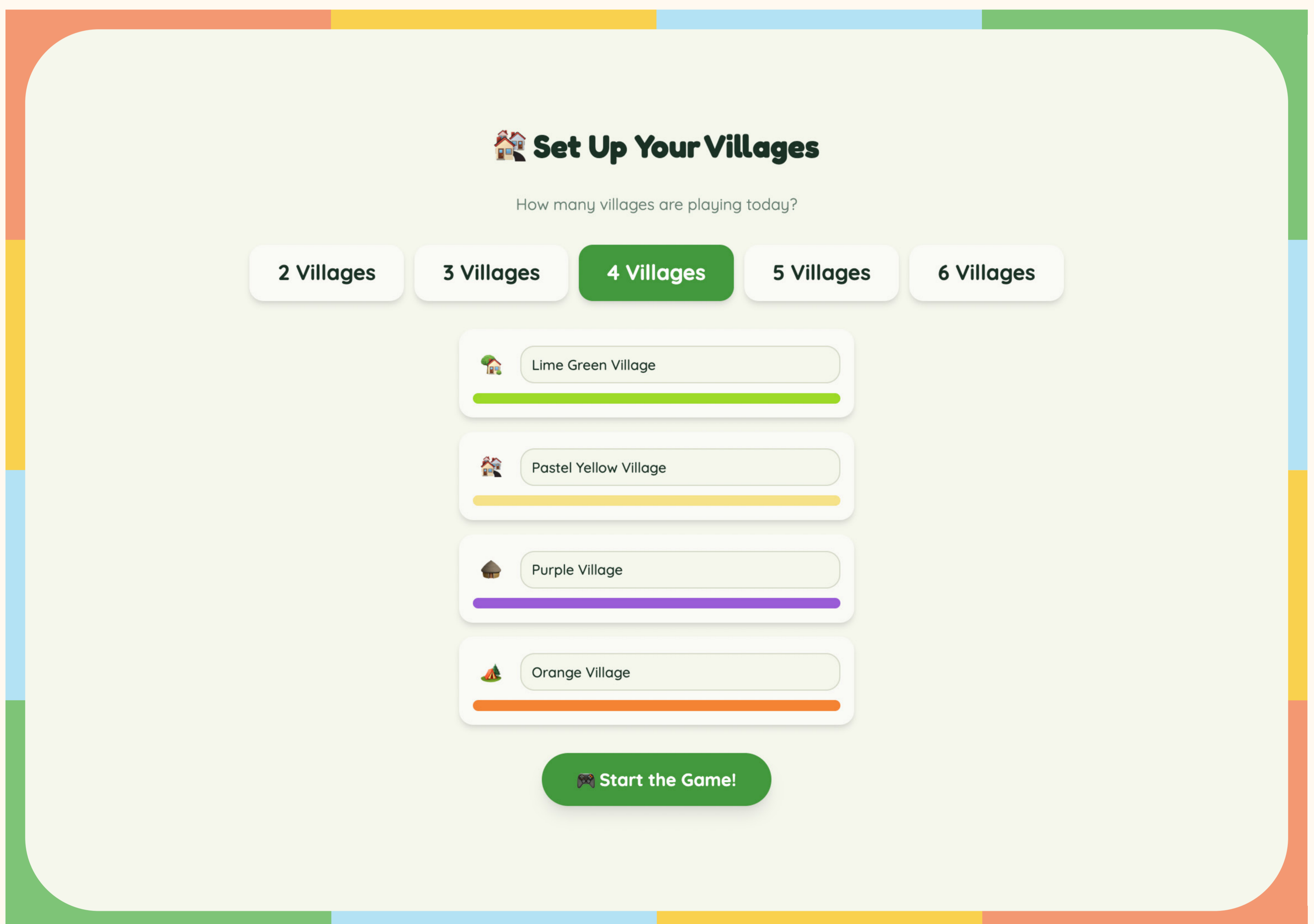
- Divide students into teams

"Each team is now a village!"

- You must decide:
 - Your village name
 - Your village leader
- Allow 2–3 minutes
- Walk around and support teams

“Leaders, raise your hands. One by one, tell me the name for your village.”

- Enter village names into the platform.



The screenshot shows a digital interface titled "Set Up Your Villages" with a house icon. Below the title is the question "How many villages are playing today?". There are five buttons: "2 Villages", "3 Villages", "4 Villages" (which is highlighted in green), "5 Villages", and "6 Villages". Below these buttons are four input fields, each with a house icon and a colored progress bar: "Lime Green Village" (green bar), "Pastel Yellow Village" (yellow bar), "Purple Village" (purple bar), and "Orange Village" (orange bar). At the bottom is a green button with a play icon and the text "Start the Game!".

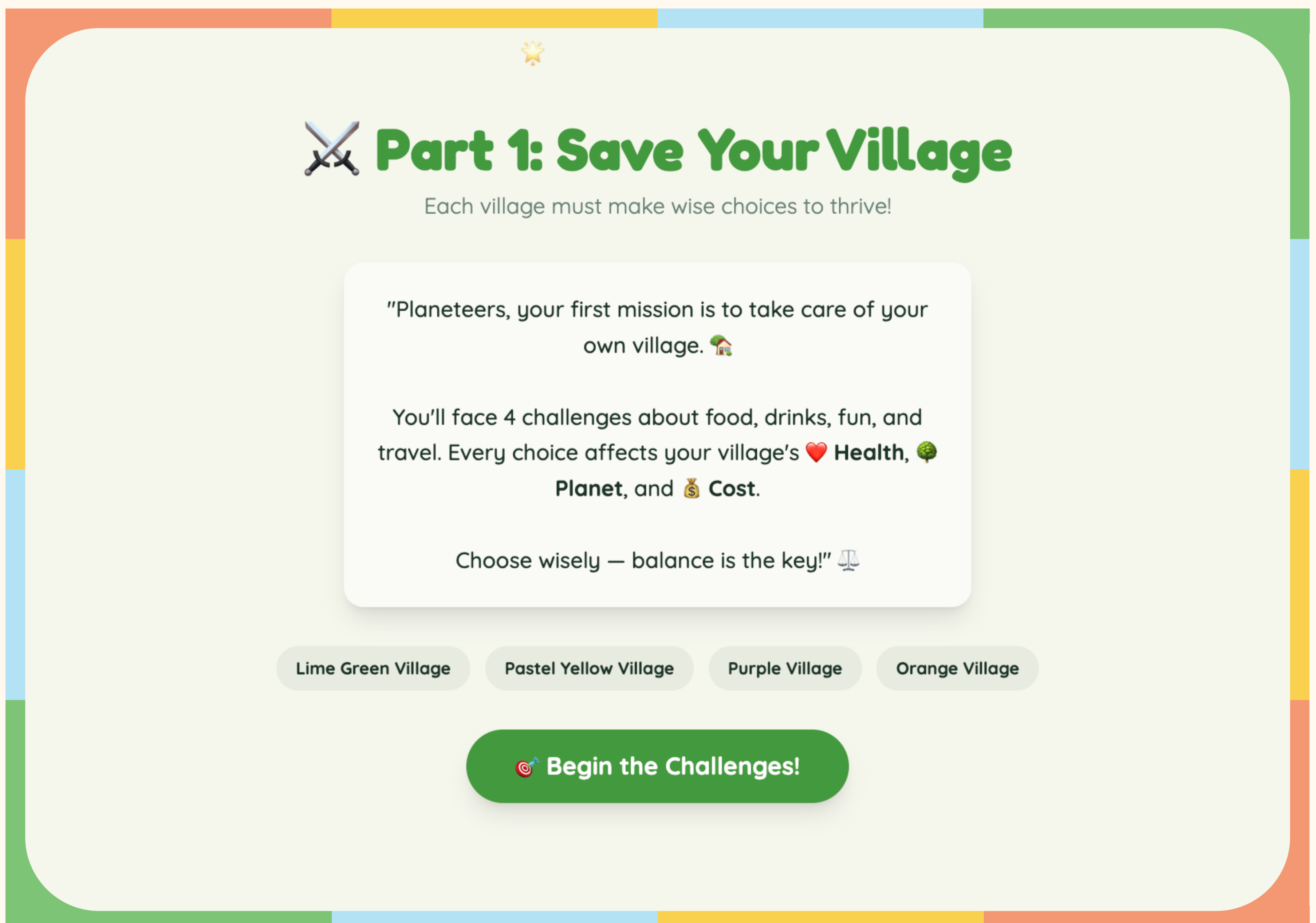
PART 1: SAVE YOUR VILLAGE

STEP 4: MISSION ASSIGNMENT

Teacher:

- Distribute Mission Cards.

“Each village has a special goal. To achieve your mission, you must collect at least 25 points in your mission area.”



The screenshot shows a mission card with a light green background and a colorful border. At the top, there is a small star icon. Below it, the title "Part 1: Save Your Village" is displayed in green, accompanied by a crossed-swords icon. Underneath the title, the text reads "Each village must make wise choices to thrive!". A white rounded rectangle contains the main mission text: "Planeteers, your first mission is to take care of your own village. 🏠", "You'll face 4 challenges about food, drinks, fun, and travel. Every choice affects your village's ❤️ Health, 🌿 Planet, and 💰 Cost.", and "Choose wisely — balance is the key!" ⚖️. Below this text are four buttons: "Lime Green Village", "Pastel Yellow Village", "Purple Village", and "Orange Village". At the bottom center, there is a green button with a target icon and the text "Begin the Challenges!".

STEP 5: DECISION ROUNDS

Each round follows the same structure

ROUND 1: FOOD



What should we have for dinner?

Dear Planeteers! Our first challenge is about food. What we eat affects our health, our planet, and our wallets. You can choose only ONE food for your whole village. What will keep everyone strong and happy? Choose wisely!

 Start Discussion Timer

Teacher:

- Distribute Food Cards

“You have 2 minutes to discuss and decide.”

After Time:

- Say: “Leaders, show your choice.” Ask selected teams:

“Why did you choose this?”

Teacher inputs all the data into the system

What should we have for dinner?

Lime Green Village

- Vegetable soup
- Pasta with tomato sauce
- Rice with vegetables and tofu/eggs
- Chicken sandwich
- Beef burger with fries**

Pastel Yellow Village

- Vegetable soup
- Pasta with tomato sauce**
- Rice with vegetables and tofu/eggs
- Chicken sandwich
- Beef burger with fries

Purple Village

- Vegetable soup
- Pasta with tomato sauce
- Rice with vegetables and tofu/eggs**
- Chicken sandwich
- Beef burger with fries

Orange Village

- Vegetable soup**
- Pasta with tomato sauce
- Rice with vegetables and tofu/eggs
- Chicken sandwich
- Beef burger with fries

ROUND 2: DRINK

What should we drink?

Now, you can choose only one drink for everyone.
What will you give the village to keep them refreshed and happy?

Repeat the same process

ROUND 3: ACTIVITY



What activity should everyone do at the party?

At the party, everyone will do one activity together.
What should it be so that everyone has fun?

 Start Discussion Timer

Repeat the same process

ROUND 4: TRANSPORT



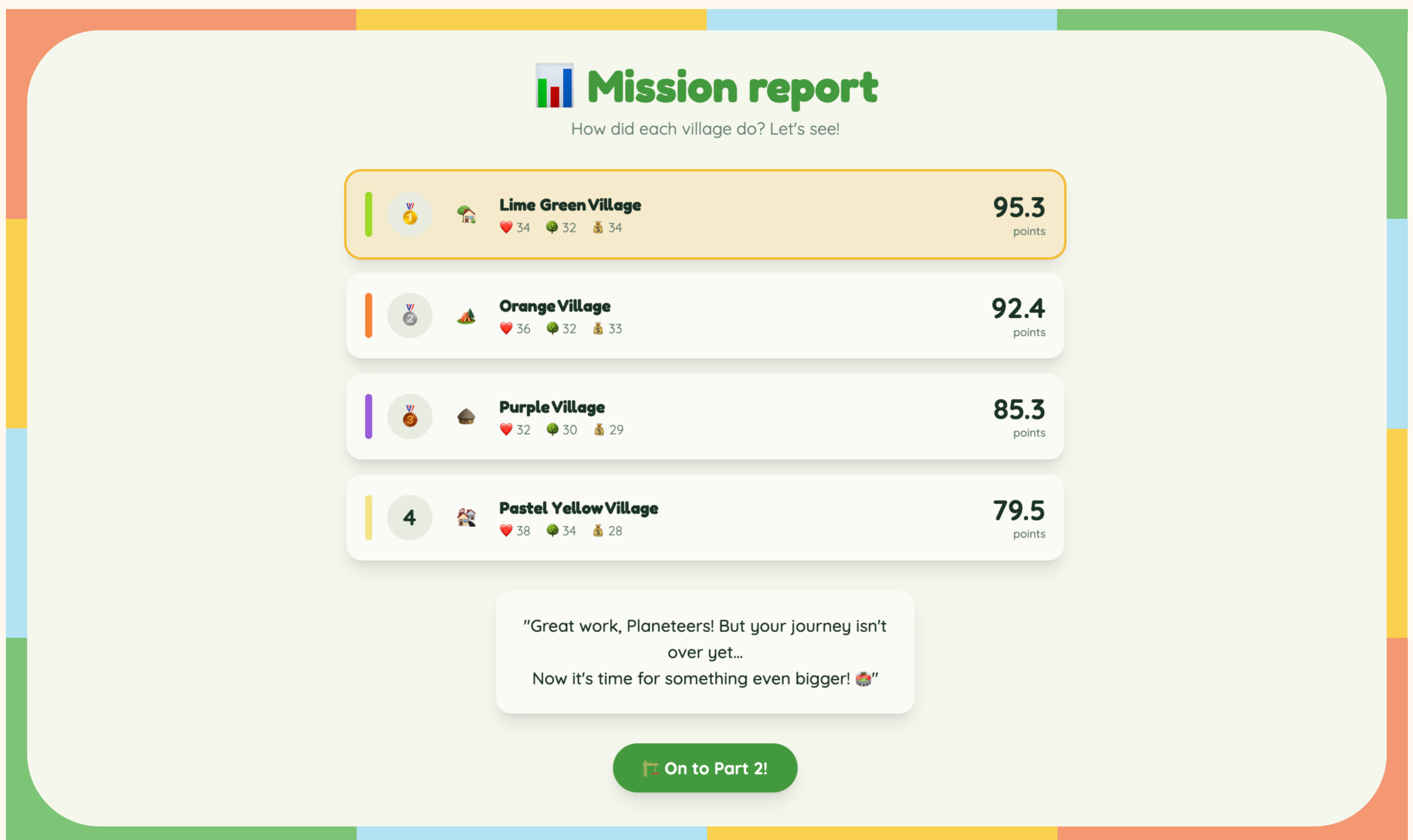
How will the village travel to the party?

Everyone needs to reach the party. How will the village travel there?

 Start Discussion Timer

Repeat the same process

STEP 6: MISSION ASSESSMENT



Teacher:

- Review results:
 - "Did you reach your goal?"
 - "What helped you succeed?"
- If a village didn't succeed:

"What would you do differently?"

Reward:

- "Villages that reached their goal earn a BONUS!" (+5 resources)

- Give tags to each village based on their mission:
 - 🏠 “Smart Savers”
 - 🌳 “Green Champions”
 - 👤 “Happiness Heroes”

PART 2: THE BIG COMMON CHALLENGE

Part 2: The Big Common Challenge

Build a football field together!

"Planeteers, you've taken care of your villages. Now comes the real test! 🤖"

Can you work **together** to build something for everyone?

Your mission: build a **football field** ⚽ for all the villages to share!

Each step costs resources. Your villages must decide how much to contribute. If you pool enough, the step succeeds! 🎉"

Lime Green Village ❤️34 🌳32 🏠34	Pastel Yellow Village ❤️38 🌳34 🏠28	Purple Village ❤️32 🌳30 🏠29	Orange Village ❤️36 🌳32 🏠33
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Start Building!

STEP 7: BUILDING ROUNDS

Teacher:

“So planeteers, what do we need to build a football field?”

- Wait for the students to give a response

ROUND 1: GRASS

Teacher:

- Allow 1-2 minutes for discussion
- Collect contributions from leader
- Ask:

“Why are you giving this amount?”
“Are you saving some resources?”

- Enter contributions into the platform

The screenshot shows a game interface for 'Grass'. At the top, it says 'Grass' and 'Lay down fresh, green grass for the playing field!'. Below this, it lists 'Needed: 15 Gold, 10 People, 10 Trees'. There are four village contribution cards: Lime Green Village, Pastel Yellow Village, Purple Village, and Orange Village. Each card has a progress bar and asks 'How much will you contribute?'. Each card has three resource sliders: Gold, People, and Trees. The 'Total Contribution' box at the bottom shows '15/15 Gold, 10/10 People, 10/10 Trees'. A 'Build It!' button is at the bottom.

Village	Gold	People	Trees
Lime Green Village	4	2	1
Pastel Yellow Village	4	1	2
Purple Village	4	4	4
Orange Village	3	3	3

ROUND 2: TWO GOAL POSTS

Two Goal Posts
Set up the goal posts at each end of the field!
Needed: 🏆 30 ❤️ 15 🌳 10

Village	Gold	People	Trees	Available
Lime Green Village	7	4	3	30, 32, 31
Pastel Yellow Village	7	5	2	24, 37, 32
Purple Village	7	4	2	25, 28, 26
Orange Village	9	2	3	30, 33, 29

Total Contribution
🏆 30/30 ❤️ 15/15 🌳 10/10

Build It!

Repeat the same process

ROUND 3: PLAYERS BENCH

Players Bench
Build benches for the players to rest between halves!
Needed: 🏆 10 ❤️ 10 🌳 15

Village	Gold	People	Trees	Available
Lime Green Village	1	3	4	25, 28, 28
Pastel Yellow Village	2	2	4	17, 32, 30
Purple Village	3	3	4	18, 24, 24
Orange Village	4	2	3	21, 31, 26

Total Contribution
🏆 10/10 ❤️ 10/10 🌳 15/15

Build It!

Repeat the same process

ROUND 4: SCOREBOARD

Scoreboard
Install a scoreboard so everyone can follow the game!
Needed: 🏆 15 ❤️ 10 🌳 10

Village	Gold	People	Trees	Available
Lime Green Village	4	4	4	22, 25, 24
Pastel Yellow Village	4	2	2	15, 30, 26
Purple Village	2	2	3	15, 21, 20
Orange Village	5	2	1	17, 29, 23

Total Contribution: 🏆 15/15 ❤️ 10/10 🌳 10/10

Build It!

Repeat the same process

ROUND 5: LIGHTS

Lights
Add lights so you can play even when it gets dark!
Needed: 🏆 20 ❤️ 10 🌳 5

Village	Gold	People	Trees	Available
Lime Green Village	5	3	1	18, 21, 20
Pastel Yellow Village	6	3	1	11, 28, 24
Purple Village	4	2	1	13, 19, 17
Orange Village	5	2	2	12, 27, 22

Total Contribution: 🏆 20/20 ❤️ 10/10 🌳 5/5

Build It!

Repeat the same process

STEP 8: FINAL OUTCOME

Final Reflection

What an incredible journey, Planeteers!

The Football Field is Complete!

The world has won! All villages came together to build something amazing!

Planeteer Rankings

Generous villages score higher! Donating resources counts double, plus a bonus for keeping reserves.

Purple Village Donated 54%	129 pts
Lime Green Village Donated 50%	125 pts
Orange Village Donated 49%	124 pts
Pastel Yellow Village Donated 47%	120.5 pts

"Congratulations, Planeteers!

You learned that taking care of your own village is important — but working **together** for the common good is what truly makes the world a better place.

The most generous villages earned the highest honour — because sharing makes everyone stronger!"

[Play Again](#)

STEP 9: FINAL REFLECTION

Teacher:

“Was it hard to share resources?”
“Did any village give too much?”
“What if no one helped?”
“What if one village did everything?”

STEP 10: TEACHER CLOSING

Teacher:

“Every small choice matters.

Sometimes we save money...
Sometimes we do things to make
us happy...
Sometimes we help nature...

The goal is to balance
everything.

This is what we have to think
about every decision every day -
how to make ourselves happy and
our planet happy together.”

STEP 10: TEACHER CLOSING

SCORING TABLE

ROUND 1: FOOD

CHOICE	POINTS	DISCUSSION GUIDE	FACTS
Vegetable Soup	10 gold coins 10 smiles 10 trees	<p>Cost: Usually affordable because it uses simple ingredients.</p> <p>Health: A good everyday meal with vegetables and fibre.</p> <p>Environment: Usually has a lower impact than meat-heavy meals. This is a strong all-round choice.</p>	<p>Fact: Food production causes about one-quarter of global greenhouse gas emissions, and plant-based meals are usually lower-impact than meat-heavy meals.</p>
Pasta with tomato sauce	8 gold coins 8 smiles 8 trees	<p>Cost: Usually low-cost and filling.</p> <p>Health: Often a reasonable everyday meal, though it depends on portion size and what is added.</p> <p>Environment: Usually better for the planet than many meat dishes.</p>	
Rice with vegetables and tofu/eggs	7 gold coins 10 smiles 8 trees	<p>Cost: Fairly affordable, though sometimes a bit more expensive than plain pasta.</p> <p>Health: A balanced meal with carbohydrates, protein, and vegetables.</p> <p>Environment: Usually lower-impact than beef meals.</p>	

CHOICE	POINTS	DISCUSSION GUIDE	FACTS
Chicken sandwich / chicken with rice	6 gold coins 8 smiles 6 trees	Cost: Medium cost. Health: Can be a decent source of protein, but cooking method matters. Environment: Usually better than beef, but still has a bigger impact than many plant-based foods.	Fact: Chicken usually has a lower climate footprint than beef, but animal foods still tend to have higher impacts than many plant-based foods.
Beef burger with fries	4 gold coins 4 smiles 2 trees	Cost: Often not the cheapest option. Health: Usually high in salt, fat, and oil, so it is not the best everyday meal. Environment: Beef usually has a much bigger climate impact than plant-based foods. Good for discussing “sometimes food,” not “everyday food.”	Fact: Beef is one of the highest-emission common foods, much higher than many plant-based options.

ROUND 2: DRINK

CHOICE	POINTS	DISCUSSION GUIDE	FACTS
Tap water in a reusable bottle	10 gold coins 10 smiles 10 trees	Cost: Usually the cheapest choice. Health: Water is the best drink for everyday hydration. Environment: A reusable bottle creates less waste than buying lots of packaged drinks.	Fact: WHO recommends healthy diets with fewer sugary drinks, and reusable bottles help avoid repeated packaging waste.

CHOICE	POINTS	DISCUSSION GUIDE	FACTS
Homemade fruit-infused water or unsweetened tea	8 gold coins 10 smiles 8 trees	<p>Cost: Usually not expensive, especially if made at home.</p> <p>Health: A good alternative to sugary drinks.</p> <p>Environment: Often lower-waste than packaged drinks.</p>	<p>Fact: WHO recommends reducing free sugars across the life course, including in children.</p>
Fresh juice	6 gold coins 8 smiles 6 trees	<p>Cost: More expensive than water.</p> <p>Health: Can contain vitamins, but juice can also contain a lot of sugar.</p> <p>Environment: Usually needs more ingredients, processing, or packaging than plain water.</p>	<p>Fact: WHO notes that many people consume too much free sugar and too many highly processed foods and drinks.</p>
Milk	8 gold coins 8 smiles 6 trees	<p>Cost: Often still affordable for families.</p> <p>Health: Can provide protein and calcium.</p> <p>Environment: Producing milk usually uses more land, feed, water, and energy than supplying drinking water, so it does not score as high as water for nature.</p>	<p>Fact: Meat and dairy foods tend to have higher carbon footprints than many plant foods and beverages.</p>
Soft drink / soda	4 gold coins 2 smiles 2 trees	<p>Cost: Usually costs more than water.</p> <p>Health: Sugary drinks are not a good everyday choice.</p> <p>Environment: Packaging, processing, and transport add environmental impact</p>	<p>Fact: WHO says higher consumption of sugar-sweetened beverages is associated with overweight and obesity in children.</p>

ROUND 3: TRANSPORT

CHOICE	POINTS	DISCUSSION GUIDE	FACTS
Walking	10 gold coins 10 smiles 10 trees	<p>Cost: Free.</p> <p>Health: Great for moving your body.</p> <p>Environment: Almost no direct pollution. A very strong choice when the distance is short.</p>	<p>Fact: Walking creates almost no direct transport emissions and also adds daily physical activity.</p>
Bicycle / scooter	6 gold coins 10 smiles 8 trees	<p>Cost: Buying one costs money at first, but using it every day is cheap.</p> <p>Health: Good exercise.</p> <p>Environment: Very low impact compared with motor vehicles.</p>	<p>Fact: Active travel reduces the need for fuel-based transport and supports everyday movement.</p>
Bus / tram	8 gold coins 6 smiles 8 trees	<p>Cost: Often cheaper than travelling by private car.</p> <p>Health: Not active like walking or cycling, but it is practical and shared.</p> <p>Environment: Public transport usually lowers emissions because many people travel together.</p>	<p>Fact: Public and shared transport usually lowers emissions per passenger because many people travel together.</p>
Train	6 gold coins 8 smiles 10 trees	<p>Cost: Sometimes more expensive than bus or tram.</p> <p>Health: Comfortable and usually less stressful than driving.</p> <p>Environment: One of the best motorised options for lower emissions.</p>	<p>Fact: The European Environment Agency says rail has the lowest greenhouse gas emissions among motorised passenger transport modes.</p>

CHOICE	POINTS	DISCUSSION GUIDE	FACTS
Car	2 gold coins 4 smiles 2 tree	<p>Cost: Fuel, maintenance, and parking can be expensive.</p> <p>Health: Convenient, but not active.</p> <p>Environment: Per passenger, cars usually have a bigger climate impact than rail and often more than public transport.</p>	<p>Fact: Transport causes about a quarter of the EU's total greenhouse gas emissions, and road transport is a major part of that.</p>

ROUND 4: ACTIVITY

CHOICE	POINTS	DISCUSSION GUIDE	FACTS
Playing outside in the park	10 gold coins 10 smiles 10 trees	<p>Cost: Usually free.</p> <p>Health: Good for movement, fresh air, and play.</p> <p>Environment: Needs very little electricity or equipment.</p>	<p>Fact: Outdoor play usually needs very little electricity or equipment, which keeps its environmental impact low.</p>
Cycling or scootering	6 gold coins 10 smiles 10 trees	<p>Cost: The equipment costs money once, but then it can be used many times.</p> <p>Health: Great active play.</p> <p>Environment: Low energy use during play.</p>	<p>Fact: Activities that help children move more support healthier habits than sedentary activities. This aligns with WHO's broader guidance on healthy lifestyles and diet.</p>

CHOICE	POINTS	DISCUSSION GUIDE	FACTS
Board games or puzzles	8 gold coins 8 smiles 8 trees	<p>Cost: Often good value because they can be used again and again.</p> <p>Health: Good for thinking, patience, and social play, though less active than outdoor games.</p> <p>Environment: Lower impact if shared and reused many times.</p>	<p>Fact: Reusing the same object many times spreads its environmental impact over many play sessions. This is a general sustainability principle.</p>
Arts and crafts with reused materials	9 gold coins 8 smiles 8 trees	<p>Cost: Cheap when using old paper, boxes, or containers.</p> <p>Health: Good for creativity and fine motor skills.</p> <p>Environment: Reusing materials helps reduce waste.</p>	<p>Fact: Reuse helps reduce waste and reduces demand for new materials. UNEP highlights that materials used in buildings and products are a major source of emissions and waste.</p>
Video games	4 gold coins 2 smiles 2 trees	<p>Cost: Devices and games can be expensive.</p> <p>Health: Fun, but too much screen time is not the best for bodies or eyes.</p> <p>Environment: Uses electricity and electronic devices.</p>	<p>Fact: Electronic activities use devices and electricity, unlike outdoor play.</p>

