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PROJECT OVERVIEW: Enviro Picture Building

The Enviro Picture Building resource packs are the outcome of many yea development work with numerous co-operating partners. The process was undertaken through Share-Net and was funded by the Green Trust. WWF Africa. Various colleges of education and universities, as well as numerou, classroom teachers and their learners, have participated in workshops an ideas.

Lesotho The first enviro picture building was in a rural setting, Madlusuthe's Farm, and focused on the challenges and issues faced in this environment. This was adapted and 'The Urban Jungle' looked at issues, risks and challenges in an urban setting. Two more games, 'Catchments and Coast' and 'Reserves and Three activities Neighbours' followed shortly.

The two newest enviro picture building resources were funded by the M Drakensberg Transfronteir Project and focus on environmental issues a challenges in the Maloti-Drakensberg area of southern Africa.

The challenge of the project has been to produce a simple, exciting and resource that can be used to build pictures, to explore key ideas and dis environmental issues and encourage local action. 1. Q&A Challenge

In attempting to pull together all the contributions and experiences, we have not set out to compile a definitive resource, but have tried to capture all bend deficitives, discuss issues and challenges and go or notes and suggestions both in the instructions that follow later on and on the bick of local environments aimed at overcoming issues of the cards. We hope that these are useful and that they can be simplified and adapted to your needs.

The most striking outcome of the project has been a realisation that the value of the resource is not simply its potential for teaching the ideas and issues in the pictures. What seems to be more important is a potential to open up an in search for insight into historical processes that shape our environments a problems that confront us. Therein may be a solution to many of the environmental challenges of our times.

1. Information Please use, share and adapt the ideas freely. Happy Enviro-Picture Buildi

I wo pictures





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2. Board Building

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Support material

TEAM I

TEAM A



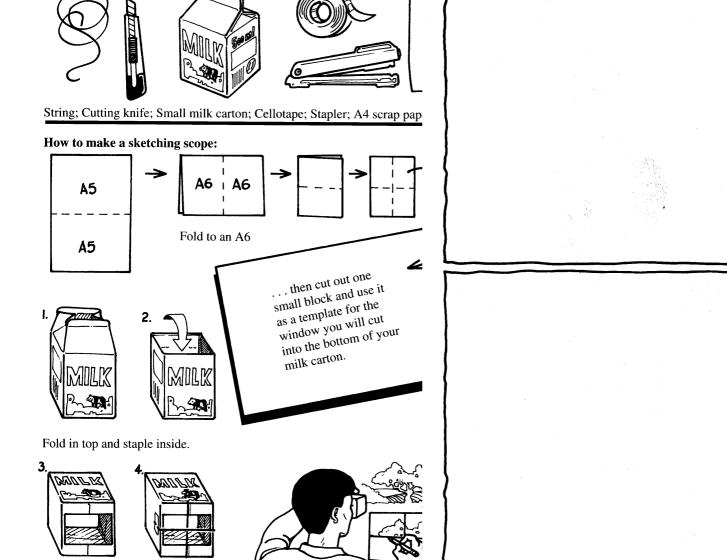




2. Field-Guides

3. Investigation kits

4. How-To ma



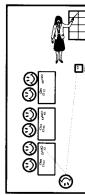


ACTIVITY 1: QUESTION AND ANSWER CI

Picture Building

Split the class / group into teams and elect a 'runner' for each team Arrange the teams in a similar way to that shown in the picture Shuffle and share out one set of small cards to each team

Place two chairs back to back at the front of the playing area Arrange the larger



picture cards in order from Q1 to Q20, with Q1 Keep the replacement cards to one side, for us picture is complete).

Introduce the activity by reading out Q1. Ask the picture that answers the question to hold it runner, who take it and places it on the chair. The card down wins the point. (**Note:** An incorrect of returned to the team and the correct one recover The card from which the question was read is the wall with prestik or on a red Pocket-Chart E correct position. (Refer to the picture on page 4)

The questioning is continued until the picture is Points can then be totalled up and the winning announced.

- solution).
- 2. When each problem and solution has been fully discussed, put wall the groups together and check their pictures a the appropriate replacement card. If there is no card, get the teapisture. The next step is to identify problems and to draw their own replacement card!

Action Taking

Ideally, some form of action taking should follow picture building and problem solving discussions. Each card has notes and ideas to guide further work. Encourage learners and participants to explore local issues and use the Information and Discussion Sheets to 'kick-start' investigations. Teacher or facilitator guided, small scale and prainvestigations are best.

ACTIVITY 2: CO-OPERATIVE PICTURE BUILDIN

Unlike the competitive fun of Activity 1, this activity emphasises discussion and negotiation. The aim of this activity is to identify environmental issues and challenges contained in the pictures a find ways of overcoming these in the replacement pictures. In identifying replacement cards impacts of solutions on surrounding cards (areas) need to be taken into account. The creation of **a new**

identifying replacement cards impacts of solutions on surrounding cards (areas) need to be taken into account. The creation of **ACTE**, picture should holistically deal with issues pertinent to the entitient is *little to be gained by teaching about the environment*.

(all cards) and not only the cards on which it has been identified pictures alone. Picture-building is thus merely some identified pictures alone.

Picture Building

- 1. Place the picture building board in front of the group
- 2. Lay out the small picture cards

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SHILDING BOARD - B B A				

have been covered and the picture is complete.

It upall the groups together and check their pictures a eapisture. The next step is to identify problems and ta possible solutions. Hold back the replacement card has been pinpointed and discussed. Participants th card or the opportunity to draw their own solutions (Use photocopy master of blank cards on page 4 for the state of the state

ACTIVITY THREE: OTHER PICTURE

 Make a sketch photocopy bla your own pictu instruction she photocopy ma
Take photogra environmental Jumbo Print is size as the pic club or action

solve local pro

Acknowledgements

The following acknowledgements are noted in the product

for exploring environments and environmental problems.

- the Maloti-Drakensberg Transfrontier Project Co-o
- Rhodes University EE and Sustainability Unit
- National University of Lesotho
- the Wildlife and Environment Society of South Afri.