



There's important news from the Arctic world: Planet Earth has a fever and the glaciers are melting quickly. Through our activities, humans are contributing to the increase in the Earth's temperature and to a significant reduction in the size of the glaciers. In turn, this is leading to the danger of extinction of some species of animals, including seals, polar bears, Arctic hares and penguins.

Every one of us can do a lot to stop this phenomenon. Raising awareness of this issue among children is an important place to start. And why not do it through entertaining activities? For children, play is one of the main ways of learning, experimenting, and developing a personal vision of the world.

Playful activities contribute to enriched learning and to developing essential skills for everyday life, as well as supporting the cognitive, social, motor and linguistic development of the child ... all while having fun.



**That's why Polar Adventure was created: to have fun, learn, and also develop particular skills, such as:**

- Problem-solving
- Learning rules and timing
- Visual-spatial skills
- Logical thinking and reasoning
- Linguistic knowledge

Attention to the environment is the responsibility of every single individual, so we decided to start from small things, such as the materials used: the die and animal tokens are made of wood, known to be a natural, sustainable and renewable material, whose presence adds value to the game itself.

The animal tokens are intentionally chosen: the polar bear, seal, Arctic hare and emperor penguin are among the endemic species at risk of extinction due to ice melting.

The die, thanks to the elements depicted on each face, has a cognitive and educational function:

- The images of the factory and the machine as pollutants do not allow the players to advance the tokens, since they cause increases in CO<sub>2</sub> and other harmful substances in the air.
- A natural element, such as a plant, allows animals to go ahead because it represents all the "environmentally friendly" behaviors that adults and children can put into practice on a daily basis. Here are some concrete examples:

# POLAR ADVENTURE



# DISAPPEARING ICE



Choose **seasonal and local products**, and you'll reduce air pollution due to long transport routes

**Recycle and reuse!**  
Give life to new products without wasting new resources.



**Get around on foot or by bicycle.**  
Motor vehicles are a major cause of air pollution.



**Limit your use of plastic,** get re-usable water bottles! They are more beautiful, trendy and ecological



**Reduce waste** at home: turn off the water and lights when not used.



## Additional gameplay modes

### Stories in play

**Age: 4 years old and above**

Additional skills to develop:

- Creativity and imagination
- Conceptual capabilities
- Linguistic skills
- Emotional intelligence

Variables:

The adult will decide whether to use all the elements, reducing or expanding their number by adding components (vegetation, animals, vehicles, objects) or by printing images to be inserted into the container to enrich the story, depending on the age and abilities of the player(s).

Rules:

A minimum of two players is required.

Game modes:

Make up the glacial scenario by rebuilding the game board. Then, place all the elements and tokens in a bag or reusable container. The youngest player starts by drawing a piece to place on the board and starting to tell a made-up story. In turn, the next participants draw a piece and continue the story invented by the previous player. Depending on the order in which the game pieces are drawn, different and exciting stories will be composed ... fruit of the imagination of the youngest player.

**POLAR  
ADVENTURE**



**DISAPPEARING ICE**

**Additional gameplay modes**

**Stories in play**





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