

LEAVE NO TRACE FOR EVERY KID™

ETHICS GAME

ACTIVITY



AGES 9 and up

GROUP SIZE Any

TIME 5-15 minutes

MATERIALS Ethics Situation Cards from the Activity Materials packet.

LEAVE NO TRACE OBJECTIVE To have participants develop a greater appreciation and understanding of their own personal ethic, as related to Leave No Trace.

DIRECTIONS

Make one set of “Ethics Cards” (add a local spin to this activity by creating new area-specific situations using the blank cards). Next, gather participants and introduce the Seven Principles to them. Establish three locations in the activity area as “ethics stations.” Explain to the group that this activity will help them explore their own existing personal Leave No Trace ethic. This activity is also a great introduction to what impacts are and how different people view them in varying ways.

Place three cards in three different locations on the ground and read them aloud as you set them down. Each participant should stand by the card whose situation disturbs or offends



them the most. Starting with the smallest group, move group to group and ask the participants to explain why they feel the way they do about their selected “ethical situation.” After each group presents their arguments, open up the floor for a brief debate over the chosen situation before moving onto the next station. Tell participants that they may switch groups if their opinions have changed after hearing what their fellow participants have said.

Repeat this activity for as many rounds as you want (three times usually illustrates the point well).

Variation: After each round, collect the “Ethics Situation Card” that has the most people standing by it. Set these cards aside for a



BIGFOOT'S PLAYBOOK

This activity comes from Bigfoot's Playbook, a collection of 38 experiential education activities specific to the Seven Principles that help kids understand what it means to Leave No Trace in their lives and their community. To learn more, please visit: lnt.org/bigfoots-playbook.

special round at the end of the activity. When the main game rounds are finished, pull out these worst-of-the-worst “Ethics Cards.” Do one last round to see which situation is voted to be the WORST.

DEBRIEF

Circle the group back up and begin by asking if anyone felt that someone had an “ethic” similar to theirs. Participants can raise their hands and explain. You can also ask the opposite question, i.e., whether anyone felt that others had “ethics” different from theirs.

Ask participants to explain.

- Why is it OK to have ethics that are both similar and different to others?
- How do you interact with someone who has a viewpoint different from yours?
- What can this group do to respect someone else’s personal beliefs or ethics?
- How does respect go both ways?



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Other kids cutting from one part of the trail to another to get in the front of everyone else.

Food and snack wrappers in the camp's fire ring.

People breaking the branches off trees.

Names carved in trees.

Strangers dog approaches you and/or jumps on you.

Kids on bikes not looking out for other people.

Trampled flowers around an outdoor area, camp or on a trail.

Fish guts on the stream bank.

Trash on the ground in your classroom, area or around camp.

Being passed by a large group while hiking or walking on a trail.

Kids or adults feeding animals like squirrels.

Pet waste on the ground.



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Banana peels and apple cores left around a picnic area or on the side of a road.

Fishing line and hooks left on the banks of a lake or river.

Other kids or adults not showing you respect.

Other kids and adults being noisy and scaring off the animals you're watching.

Horses wading into water ways.

Half burned food and trash in a campfire ring.

Kids or adults finding deer antlers and taking them for themselves.

Other camp groups setting up their tents next to yours.

Kids or adults squishing insects or other small creatures.

Other kids ruining an art project of yours.

Trash left scattered around sport's fields.

Kids or adults picking wild flowers.



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