

**What a Mess! (3-4)** Students are introduced to the four categories of waste disposal: trash, recycling, compost, and Household Hazardous Waste. They play a game to sort themselves into these categories. In the end they create a great visual representation to show the importance of sorting waste streams.

**Worm Composting (K-8)** Vermicomposting is fascinating for all ages. Students learn all about worms and especially their role as nature's composting critters. Each student examines and touches a worm. For extra fascinated classrooms, a worm bin can be set up to keep and monitor all year.

#### **Add-ons**

**Reuse (K-12)** A reuse project can be added to most programs to help reinforce the message. The reuse activity can be done immediately following the program or can be left for the class to do later.

**Films: Garbage Revolution and Human Footprint (5-12)** These films help to reiterate messages about waste reduction. Both are available for loan. They can be viewed before or after a scheduled classroom program.

#### **Facility Tours**

Tours are available to all ages. Groups see how recyclables are processed at the Recycling Center and learn about how recycling is accomplished in Dearborn County.

#### **Grades 9-12**

Additional presentations are available and include: The Fourth R, Your Footprint and Enviro-Careers.

#### **Adult Education**

Please request further information about one of the following: Compost 101, Fantastic Plastic, Green \$hopping, Holiday GREENERY or fully customized programming.



## **Environmental Education Programs**

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**All programs are FREE**

**K-12 programs correlate with  
Indiana Academic Standards.**

**To schedule a program, please contact  
District Educator/Outreach Coordinator**

**Molly Resendes**

**812-926-9963**

**educator@dearborncounty.in.gov  
DearbornCountyRecycles.com**

**Programs are available for schools, youth and other community organizations upon request. To ensure the best availability please reserve dates with advance notice. Programs can be adapted to fit in with current lessons. Standards information available by request. All programs are approximately 45 minutes to 1 hour.**

**3Rs (K-2)** This introduction to the 3Rs is the most fundamental of all environmental programs. Students hear a story, participate in a sorting activity and come up with ideas about reducing, reusing and recycling.

**Compost Stew (K-2)** Learning about the Earth's natural method of waste disposal has to start somewhere, and this is it. Using a rhyming story, students are introduced to the concept of waste reduction through composting. Participants work together to create a healthy compost system through an interactive model.

**Edible Landfill (5-6)** Using a variety of edibles, students learn how landfills are designed and managed. Emphasis is placed on how much waste they generate and the content of that waste. They will learn about the importance of recycling and composting in waste reduction. At the end, they get to eat the treat!

**EnviroJeopardy! (6-12)** Just like on the game show, students work on teams to buzz in and ask the right question for clues ranging in focus from plastic facts to composting and environmental disasters. Recycled content prizes awarded for winning and participation.

**EnviroSurvivor (6-12)** Out Reduce, Out Reuse, Out Recycle! Participants are "deserted" on an island where they must survive and leave their environment unharmed. Through a series of group challenges teams come up with solutions and compete for *green* prizes.

**Freddy the Fish (K-3)** Students travel with Freddy as he journeys downstream, encountering pollutants along the way. During the interactive story students add "pollutants" to Freddy's water so that they can see the impact on it. The activity is followed by student suggestions for pollution reduction and clean-up.

**Household Hazardous What? (6-8)** Students identify and sort household products based on purpose and content. They learn about use and disposal methods to improve human and environmental safety. After discovering the hazards posed by some household products, students help think of safer alternatives.

**How Do They Do That? (K-5)** Students act out the process of turning a tree into paper or bauxite into an aluminum can, then the class discovers how the process changes when people recycle. Participants learn about energy use, renewable and non-renewable resources as well as the impact of consumer choices.

**Litter Bugs (K-2)** This program combines a presentation of the story book The Wartville Wizard (about a town of litter bugs who learn to stop littering) with a classroom clean-up activity. Students learn about caring for the environment and are introduced to the concept of litter as pollution.

**Paper Recycling (K-12)** Students learn about how the paper they use every day is made, as well as the energy and resources that go into the production of paper and the details of its manufacturing. Students use paper from the recycling bin to make their own paper to take home. Seeds can be added to make a special paper gift.

**Renewable is Doable (2-4)** This activity teaches students about renewable and non-renewable natural resources, scarcity and conservation. Participants collect "natural resources" in a game to demonstrate consumption. They also learn about alternative energy sources and how recycling helps conservation efforts.