**You need**
- a spinner (see copymaster)
- a paper clip
- a pencil
- different-coloured counters
- classmates

**Game**

Play the Classifying Resources game with a group of classmates, using the game board and your copy of the spinner.

**To play:**
- Put 1 token for each person on Start.
- Practise spinning the paper clip. Decide who will go first.
- On your turn, the segment on which most of the paper clip stops is your resource.
- If the group agrees that this resource is renewable, move your token 3 spaces along the board. If the group decides that this resource is not renewable, move your token 1 space backwards (or remain on the Start space).
  - Bonus: If you land on a game board space with an activity that uses renewable resources, move ahead 2 spaces.
  - Penalty: If you land on a space with an activity that uses up resources, go back 1 space.
- The winner is the first person to reach Finish.
Activity

1. Discuss with another group:
   a. How did your group classify ethanol?
   b. In which category would you put electricity?

2. Discuss with a classmate:
   a. When you spin the paper clip, what is the probability that you will move your token:
      i. forwards?  
      ii. backwards?
   b. Overall, do the bonus and penalty spaces move the game forwards or backwards?

Focus: Classifying different types of resources