Mission 0: The Trash Mountain!

Welcome to The Trash Travelers Mission Journey! This initial game is just a quick ice breaker game. Only in the next Mission 1 you will get to know the actual simple game.

Every day we produce trash, sometimes without thinking, sometimes because we feel we have no choice. We live in a system that encourages endless consumption and endless waste.

Today's global economy is mostly linear: we take resources, make products, use them briefly, and throw them away. Recycling is often promoted as the solution, but it's misleading or even dangerous. Globally, only around 9% of all plastic ever produced has been recycled, and only 7-9% actually gets reused in new products. Most recycling consumes energy, degrades material quality, and cannot keep up with the speed of waste production. Promoting recycling as the main fix creates a false sense of action while production and consumption continue to rise unchecked.

The real change comes from a circular economy - a system in which only 7.2% of materials globally are currently kept in use. In a circular economy, products are designed to last, to be repaired, reused, or repurposed. Recycling becomes the last resort. The focus shifts to consuming less and building a strong culture of reuse.

Initial Ice Breaker Game:

In this mission, you try to build the highest trash



mountain with all trash cubes of 1 color. Get a stopwatch and set 2 minutes of time. Now pile up trash cubes (all shapes allowed) until 2 minutes are over. Then, every player

needs to place 1 volunteer on top of the mountain to have it count. If your mountain falls, you lose. Who can build the highest?







Second part: Join as a team all trash cubes and build the highest mountain together - we have a high score list that will be shared on social

Take a photo of your trash mountain and share it with a shout out such as:

"Reuse to reduce our trash mountain!".

If you have social media, then tag @TheTrashTraveler, if not - share it to friends & families!

