

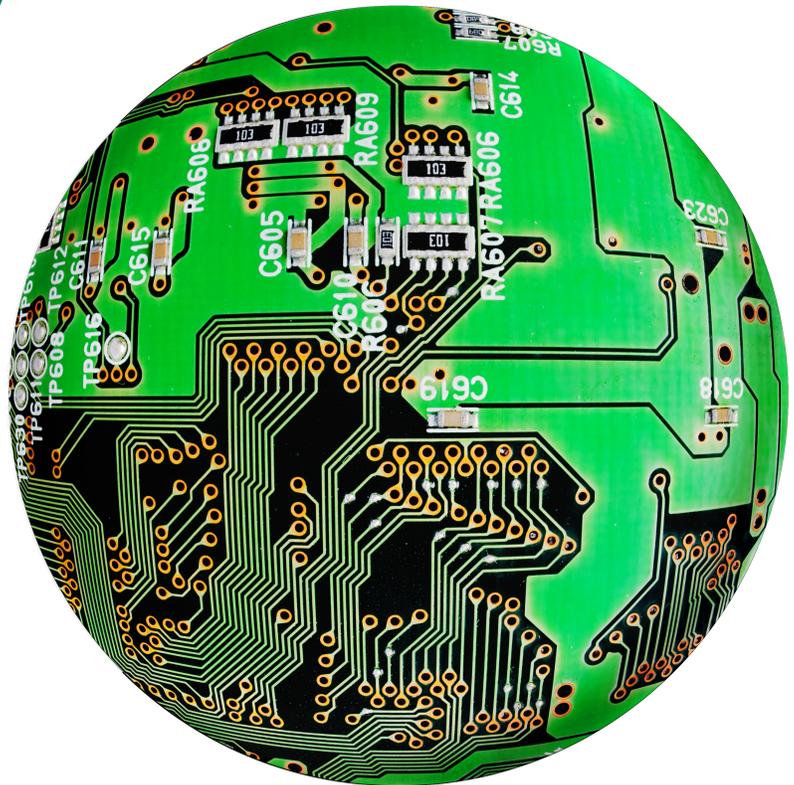
# GREEN KIDS INC. PRESENTS



# unplugged

Written and Directed by  
Bryan Richardson

- fresh air
- active living
- healthy eating
- e-waste
- cyber addiction
- online identity



## EDUCATOR'S KIT 2015



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## A Message from the Director and Playwright Brian Richardson

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Following the success of the water based play, *EBB AND FLO*, the executive members of Green Kids were discussing possible subjects for a future project in keeping with the environmental concerns of the company. The discussion turned to the theory of Nature Deficit Disorder hypothesized by Richard Louv in his 2005 book *Last Child in the Woods*. While the theory remains controversial it is a worthwhile discussion, particularly as it echoes some of the concerns of paediatricians and paediatric psychiatrists around the excessive use of screens by today's youth. That usage includes media and internet, but is at its most striking in the proliferation of video games.

Having teenage children myself, and being concerned over their use and attitudes toward such forms, I suggested we use the addictive quality of games as a way to theatrically address reducing screen time voluntarily. Thus, the genesis of the play *UNPLUGGED* was formed.

In developing the writing of the play one of the considerations was to make use of the technology Green Kids already had to make it more interactive with the performers and the performance. We can observe how the physical fitness of the principal character has been affected by the sedentary nature of onscreen gaming. How to move the character to that interaction was a challenge, but the idea of being brought into the virtual reality of games has been part of cartooning and in mainstream movies, going back to the first movie of *TRON*. What raises the stakes is that the protagonist's friend appears in this realm as the opponent in the game. When the friend is "obliterated" in the game it raises the question of whether that has actually happened. Furthermore, the protagonist now realizes that she is trapped in virtual reality.

Encountering components of computer programs as characters was a way of presenting the protagonist's dilemma, and added some lightness to the play. Following consultation with a dramaturge and a workshop presenting the play in workshop form to two groups of students of the target age, a production ready script was developed.

Finding that the play/discussion format worked as well as it did, the decision was to develop the play for two actors and not use the technology the use of which we were hoping to reduce in our audience. Still keeping the basic aspects of the very first play the new version evolved. As I wrote I became aware that the components of the computer, and the friend who encourages encountering nature, would fall to one actor as the other actor would have to remain at the centre as the protagonist. The response to that challenge is what you will see in *UNPLUGGED* (Phase 2), our current production.

# Welcome to The Teacher's Resource Kit

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Designed as a supplement to the play and workshops, this document contains support information and background for topics referenced in the performance, as well as additional facts, activities and projects for the classroom. The kit focuses on the connection between healthy personal choices and a healthy planet, and will examine waste reduction, energy use, the benefits of time outdoors and physical activity. Please use what you like, and share what you find valuable with others!



## Why Unplugged?

Canadians are spending more and more time in front of screens.

*Unplugged* connects our screen time to our health and to our environment and how we treat it. It is a holistic look at healthy living --but fun, and a little loud and strange-- to appeal to the grade 4-8 audiences for which it is designed.

*Unplugged* examines the 'new' nature of interpersonal relationships in a world where communication is becoming less and less face to face, as well as the disposable nature of modern technology and responsible use of energy. The program also covers topics such as: active living, exercise, nutrition, time outdoors, screen time, and above all, moderation.





## About Green Kids

Green Kids Incorporated (Green Kids) is a non-profit, live theatre group, and the first charity in Canada dedicated solely to environmental education for young people through performance. Green Kids was established in 1991 to address the need for entertaining, educational programming for school aged children about the importance of environmental stewardship. In the last 23 years, Green Kids has performed for over 1 million students in over 1,000 schools across Canada. We have been nominated three times for the Sustainable Development Award of Excellence and we recently won the 2012 Giving Back Award.

By presenting information through story and perspectives through character, we engage children's imagination, sense of humour, and sense of empathy. We now tour to elementary and middle schools with a variety of programs: Plays, Theatre Workshops and Teacher's Resource Kits.

Green Kids programming is informative, realistic, and optimistic. We showcase proactive behaviour and avoid placing blame. We emphasize community spirit and individual action, with the message being that every little bit of help is an invaluable contribution.

All Green Kids' programming is a collaboration between our local theatre, education and scientific communities. We consult with educators and scientists in the creation of our scripts and resource materials.

# Nature

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Since their introduction in the 1960s, computers have altered our way of life in fascinating ways but they have also played a part in our ever growing health related issues. Doctors and scientists agree that our dramatically increasing use of technology is having a serious effect on us, particularly in children and youth. The Canadian Society of Pediatrics and the American Academy of Pediatrics agree that persons 6-18 years should be restricted to 2 hours per day of exposure to television or personal devices. The agencies' recommendation refers to a list of known effects of over-indulgence in screens- ranging from poor listening and concentration skills to difficulties sleeping or strain on inter-personal relationships. Current statistics suggest that the average Canadian child or youth may be using technology from 2 to 5 times the recommended maximum.

## Nature Deficit Disorder

The term was coined by author Richard Louv in his book *Last Child in the Woods* in order to explain how our societal disconnect with nature is affecting today's children. Nature deficit disorder is not a medical condition; it is a description of the human costs of alienation from nature. This alienation can negatively affect children and shapes adults, families, and communities. There are solutions, though, and they're right in our own backyards.



Enjoying some time in your yard, at a local city park or well-designed green space, or traveling to a provincial park or the beach for a day can help a lot. Spending significant time outdoors helps to build strong immune systems in children. Being in nature also helps people of all ages to develop a sense of place and contributes to improved mental and emotional health.

## Discussion

Ask Students what effect does technology have on their life?

- What are the positives/negatives?
- Has anything changed in the way they feel or behave when on devices for long periods of time?
- Do they feel an overwhelming need to be 'plugged-in' when away from their devices?
- When is it necessary to carry an electronic device with you and when can you do without? Is it ever inappropriate to be 'plugged-in'.
- What are other activities that they can engage in to stay active?



## Resources

**Childrenandnature.org**

**Last Child in the Woods:  
Saving Our Children From Nature  
Deficit Disorder**

(Richard Louv, Algonquin Press)

### **"Kids need to offset screen time with nature time"**

CBC report, Feb. 26, 2014

<http://www.cbc.ca/news/health/kids-need-to-offset-screen-time-with-nature-time-1.2543165>

**education.com**

<http://www.education.com/facts/quickfacts-ndd/what-is-nature-deficit-disorder/>

## Activities

### Nature Log

Start a Nature Log and note the following:

How much screen time do you spend per week?

How much time do you spend in nature? What do you observe about yourself and the space you're

in? Are your eating habits affected by what you're engaged in?



Use the log to reflect upon what sort of changes you'd like to make. How can you get the most from your screen time? Does your time outdoors improve your overall health?

### Cyber Scale Back

Try limiting cyber time during one week, just like TV is limited in many families. Choose a maximum number of hours that's realistic, but challenging. Also set up some times (eg. Tuesday and Thursday evenings after 6pm) which are Off-line Intervals, when you simply won't use a computer. Again, make it doable, but challenging. If necessary, make Cyber Space Limitation Agreements [catchy name] with your friends for those times of the day or week so that there isn't pressure from your peers to use electronic devices during those periods.

If you feel unbearably bored, perhaps 1-3 days into the week, you may like to know that that's normal when someone reduces their use of cyber devices (or television). You'll get past it, and parts of yourself that are interested in activities outside the cyber realm will soon reboot themselves again. Planning fun outdoor activities can help this happen sooner.

On the last day of the week, consider how you feel overall. Are you craving to resume more cyber time tomorrow? Do you feel more relaxed or calm after this break from digital time? Do you feel anxious and irritable? There are no right or wrong answers here. Just take 15 minutes and "feel how you feel," then write it down in your log. Do you have any ideas about why you are feeling certain things at this stage of the exercise? Would you take time off from the cyber world again?

## Milk Carton Bird House

Almost every child is captivated by the wonders of nature and all of its creatures. Whether it be butterflies in the summer or animals at the zoo, kids are generally drawn to wildlife. Think about how excited your student will be to watch birds flock to his or her very own homemade bird feeder. By employing some imagination and recycling a milk carton, you can help your student create a bird's paradise and you can both take part in watching the birds make use of your creation.

This project will not only demonstrate to your student the importance of recycling and how to contribute to a better environment, but it'll also encourage them to spend some quality time outdoors.

### What You Need:

- 1 or 2 litre milk carton, washed and dried
- Construction paper in a variety of colours
- Hot glue or white glue
- Coloured markers or crayons
- String
- Scissors
- Popsicle stick
- Craft knife
- Bird seed



### What You Do:

1. Help your child cover each surface of the container with construction paper. Help him trace the outline of the rectangular sides onto the paper and help him cut along the lines.
2. Once he has cut out each appropriately-sized piece of paper, help him paste or glue the paper onto the milk carton and then let it dry.
3. Once the glue has dried, encourage your child to use markers or crayons to decorate the outside of the bird feeder. If your child wishes, he can also cut out pictures from magazines and glue those on.
4. After the outside of the bird feeder has been decorated, use the craft knife to cut a 2" x 2" square in the front of the bird feeder, about 3 inches above the bottom of the carton.

5. Carefully use some hot glue and affix the popsicle stick to the bottom of the carton, directly below the square. This will be the perch for the birds to stand on when they come to the feeder.
6. Next, poke a hole in the top of the container, and then help your child tie a loop of string through the hole to hang the bird house.
7. Once this has been done, you're ready to fill the feeder with bird seed. Help your child gently pour some bird seed into the bottom of the feeder through the hole you cut.
8. Help your child decide on a good place to hang the bird feeder.

Together, you two can delight in watching many different birds come to your custom bird house. Check out a bird book from the library and try to identify each breed you see. Ask your child if he thinks she recognizes the same birds coming every day, or if there are different ones. Create a log book/sketch book of the different birds you see.

## Get Out There!

1. Choose an outdoor adventure goal for this day, week or even month!

Examples:

- walk or bike to a friends house
- camping overnight
- hiking
- seeing 12 different kinds of wildlife
- playing a game of soccer, street hockey, football etc

2. Choose a wilderness goal for this year, if possible. Or choose a travel goal of some kind, but with travel through a wilderness as part of it. Write it down in your log. Share this goal with your friends and see if you all can compare notes at the end of your year.

3. Explore various outdoor/nature activities until you find an activity that you love.

Examples:

- plant a garden
- discover bugs around your yard
- go for daily walks
- learn an outdoor related craft such as kite making, paper boats and planes, etc.



# Computers

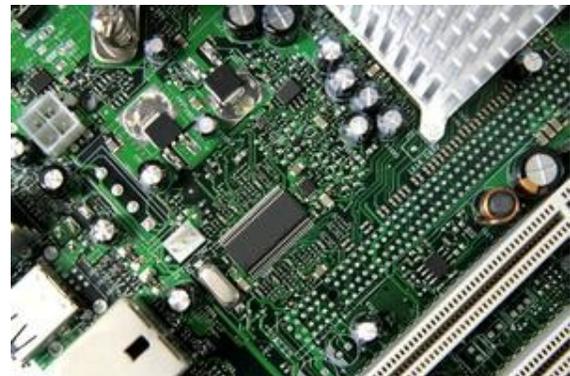
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Since the invention of computers in the 1930's, they have in many ways become a significant part of our daily lives both personally and professionally. With the addition of portable handheld devices such as smart phones and tablets into the mix, it is increasingly difficult for us to resist the lure of those seductive glowing screens.

We can think of the building and using of computers as happening in several phases.

The phases are:

- Resource Extraction
- Manufacturing
- Shipping
- Using
- Disposal



Mining for raw materials used in the manufacture of e-devices can be intensive and potentially harmful to the environment. Metals such as Copper, Lead and Gold are extracted from mines and separated from ore using enormous quantities of fresh water or other elements such as mercury. The tailings, the unusable remnants of that process, are highly toxic to plants and wildlife.

Mining accounts for up to 10 percent of the world's energy consumption, and causes considerable air and water pollution. But beyond pollution, the sheer volume of waste generated to make a typical desktop computer is staggering: More than 500 pounds of fossil fuels alone are guzzled up--several times the weight of your computer--not to mention nearly 50 pounds of chemicals, and 1.5 tons of water. Metals, silicon and petroleum are among the main raw materials that undergo several transformations (largely through the intensive use of chemicals) to fit neatly in your computer's sleek casing.



The manufacture of e-devices also requires a complex supply chain of materials coming from all over the world. Copper from Chile, Gold from Australia, Platinum from South Africa become parts of many tiny components manufactured independently in places such as Ireland or Israel before being assembled together in China and shipped across the ocean to retail outlets throughout the globe.

The average lifespan of a desktop computer or laptop is 3-5 years. For most of them it's a straight road from the mine to the garbage dump with a short period of use in between.

A lot of electronic waste, or e-waste, ends up in far off countries like Ghana in West Africa or in parts of China where environmental regulations are lagging behind developed nations. The environmental impacts of handling e-waste products without adequate precaution is accumulation of heavy metals in groundwater as well as air emissions of harmful dioxins.

In recent years we have begun to reconsider this "cycle" making greater attempts to try to recycle more devices or components or by trying to get more value out of computers and personal devices before they're finally junked. One group of people doing this is the Electronic Products Recycling Association, which works across Canada.

## Some Things to Think About

Ask students to research what metals are used in Computers and personal E-devices. How are they extracted? what are the potential hazards to the environment of that extraction? Consider doing a Green Audit of commonly used devices. What are they made from? How many different components are there and where are they made? Are there companies employing any green methods of manufacture or distribution? Is there a life for any of these devices

after their initial period of use expires, or is there a recycling program available locally or through the manufacturer?

Behind the scenes of our emails and data transfer are large data and server warehouses. Those facilities require extensive cooling to perform those tasks 24 hours a day. The cooling of servers to handle the over 62 trillion spam emails sent annually would equal the energy requirements of driving a car around the globe 1.6 million times.



## Resources

[greeneducationfoundation.org](http://greeneducationfoundation.org)

**Digital Community, Digital Citizen Jason Ohler, Corwin Press**

**The Reading Brain in the Digital Age: The Science of Paper Vs Screens**  
<http://www.scientificamerican.com/article/reading-paper-screens/>

## Activities

### Essence Machines

This activity provides a useful technique for generating physical and aural ideas around a theme. It's also a great way to explore the physical components of different machines and systems. Explain that the group is going to create a "machine" out of themselves. Name a topic and give the participants a few moments to think of a repeating sound and action linked to that theme. For example, if the theme was "candy machine" a participant could mime stirring the candy mixture. They would repeat the physical action while also providing a sound that goes with the action like "beep, beep, beep" or "Whirrrrrrrrr".

As soon as someone has an idea, ask them to step into the centre of a circle to begin their repeating sound and movement. Ask if somebody else can think of a suitable way to add in their own idea. Gradually, more and more people join in the activity. Some may be linked to existing parts of the "machine", whilst others may be separate. To continue the example above, someone could join the action by becoming the giant scooper whilst somebody else could be a chopper.

You may find that everybody wants to join in the activity, although be careful not to let it go on for too long or get too unwieldy. Once it is set up, the machine can be frozen, then played back at twice or half the "normal" speed. You can start with simple machines and then get a little more experimental such as a time machine, a football match, a restaurant setting, inside a video game, etc. The simple sounds could be replaced by short phrases such as "May I help you?".



## Dramatic Action: Computer Life Cycle

Use physical action or tableaux to represent and explore the following concepts:

- Resource extraction
- Production
- Shipping
- Use
- Unsafe disposal
- Safe disposal

You can also use spoken or written word, models, collage, or any other artistic medium.

## E-waste Chase

This activity will help students visualize how quickly pollution can affect our environment and how hard it is to reverse the effects.

To play this game, you'll need a space large enough for the players to run around, such as in a gymnasium, a playground or a park.

Divide up your class in this way:

- 3-4 children are polluters
- 1 child is an e-waste recycler
- The rest of the children are e-devices

### To Play

Polluters try and tag as many e-devices as they can.

Once tagged, a device must sit down.

The only way a device can get back into the game is if the recycler comes by and recycles them by tagging them.

### Discussion

After playing the game for a while, relax for a bit and get student feedback about it:

Was the recycler able to keep up with the polluters?

What could be changed to make it easier for the devices to stay in the game?

### Play Again

Play the game again but this time balance the ratio between polluters and recyclers

What would it be like if there were many recyclers? Try the game out with only one

polluter and several recyclers. Does it become easier to keep the earth healthy with

each person you add to the "helping" team?Activity: E-Cycle Test

## E-Cycle Quiz



### 1. Name that step of the computer life cycle:

- Mining gold in Indonesia which will later be used in cellphones.
- Removing gold from cellphones before the cellphone shell goes to the dump, so that the gold may do some useful work in another device or system.
- A mountain of old wrecked computers is gradually built up in a dump which lets toxic chemicals leak into the environment.
- A student finds out on the Internet that Ada Lovelace was the world's first computer programmer.
- Computers built in the Pearl River Delta cities in southern China are carried in a container ship across the Pacific Ocean to San Francisco, from which they'll be sent to customers in Canada and the USA.
- Old computer monitors are stored in a place for toxic waste, which has been designed so that dangerous chemicals don't leak out into the environment.

### 2. What are the world's biggest locations of:

- Mining metals or materials for smartphones and other computers;
- Computer and smartphone manufacturing

### 3. Which countries have the highest number of cell phones per person? What is the average # of cell phones per 100 people worldwide?

### 4. What are two of the world's busiest shipping routes for bringing computers and smartphones from the factory to where people buy them?

### 5. Where are the world's 3 biggest computer and cellphone garbage dumps?

## Answer Key:

### 1. Name that step of the computer life cycle:

- Resource extraction
- Recycling or reuse
- Unsafe disposal
- Use
- Shipping
- Safe disposal

### 2. Find out the world's biggest locations of:

- Eastern Congo
- There are many manufacturing centres. They include: Hong Kong/Pearl River Delta (China); Silicon Valley (California); Cambridge (UK); Holland

### 3. Number of cell phones per 100 people, top countries:

Hong Kong	188
Saudi Arabia	170
Lithuania	167
Russia	156
Estonia	148
Italy	147
Argentina	141
Bulgaria	140
World average:	97



### 4. Busiest shipping routes to transport e products:

China to US west coast and China to Western Europe

### 5. The world's biggest e waste dumps are in:

Agbogbloshie, Ghana and Guiyu in Guangdong Province, China Other countries that receive a lot of e waste include Nigeria, Pakistan, and Vietnam.

# Technology & Me

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The advancement of technology has dramatically changed society. Countless people all over the world use and benefit from modern technology, and the tremendous opportunities it provides play a significant role in almost all fields of human life. Technology has simplified the access to many necessary tools people need in education, industry, medicine, communication, transportation, and so on. However, excessive usage of technology has its drawbacks as well.



## Internet Addiction

Internet Addiction, otherwise known as computer addiction, online addiction, or Internet addiction disorder (IAD), covers a variety of impulse-control problems, including:

- Cyber-Relationship Addiction – addiction to social networking, chat rooms, texting, and messaging to the point where virtual, online friends become more important than real-life relationships with family and friends.
- Net Compulsions – such as compulsive online gaming or compulsive use of online auction sites such as eBay, often resulting in financial and job-related problems.
- Information Overload – compulsive web surfing or database searching, leading to lower work productivity and less social interaction with family and friends.
- Computer Addiction – obsessive playing of off-line computer games, such as Solitaire or Minesweeper, or obsessive computer programming.

## Signs and symptoms of Internet/Computer Addiction

Signs and symptoms of Internet addiction vary from person to person. For example, there are no set hours per day or number of messages sent that indicate Internet addiction. But here are some general warning signs that your Internet use may have become a problem:



- Losing track of time online. Do you frequently find yourself on the Internet longer than you intended? Does a few minutes turn in to a few hours? Do you get irritated or cranky if your online time is interrupted?
- Having trouble completing tasks at school or home. Do you find messes and clutter piling up because you've been busy online? Perhaps you find yourself working late more often because you can't complete your work on time and falling behind on schoolwork in general.
- Isolation from family and friends. Is your social life suffering because of all the time you spend online? Are you neglecting your family and friends? Do you feel like no one in your "real" life understands you like your online friends?
- Feeling guilty or defensive about your Internet use. Are you sick of your parents nagging you to get off the computer or put your smartphone down and spend time together? Do you hide your Internet use or lie to your friends and family about the amount of time you spend on the computer or mobile devices and what you do while you're online?
- Feeling a sense of euphoria while involved in Internet activities. Do you use the Internet as an outlet when stressed or sad? Have you tried to limit your Internet time but failed?





## Healthy vs. Unhealthy Internet Use

The Internet provides a constant, ever-changing source of information and entertainment, and can be accessed from most smartphones as well as tablets, laptops, and desktop computers. Email, blogs, social networks, instant messaging, and message boards allow for both public and anonymous communication about any topic. But how much is too much Internet usage?

Each person's Internet use is different. You might need to use the Internet extensively for your work, for example, or you might rely heavily on social networking sites to keep in touch with faraway family and friends. Spending a lot of time online only becomes a problem when it absorbs too much of your time, causing you to neglect your relationships, your work, school, or other important things in your life. If you keep repeating compulsive Internet behaviour despite the negative consequences in your offline life, then it's time to strike a new balance.

Source: HelpGuide.org

<http://www.helpguide.org/articles/addiction/internet-and-computer-addiction.htm>

## Physical Health and Nutrition

Using computers or other e-devices a lot can be just like sitting in front of a television in more ways than one. It can lead to getting less exercise than we need and can take away from essential outdoor and nature time. But sitting staring at a screen for hours can also prompt people to fill up on easy-to-get-to snacks which unfortunately usually means sugar or junk food.

But you can elbow aside the attraction of fast, processed foods by replacing them with yummy healthy snacks. Healthy snacks mean healthier bodies and minds – and more effective screen time as a result, as well as improved quality of life in general.



Make a healthy snack like carrots, celery, or apple pieces before you start an extended period of screen time. Other snacks can include trail mix, jerky, or homemade healthy baking. Fresh fruits and vegetables can contain a lot of enzymes and antioxidants which are great for the body. Smaller-size pita pockets with veggie butter and fresh sprouts also make a great snack.

Watch out for the lure of the easy-to-get junk foods. Do some planning ahead to supply yourself with healthy yummy snacks to eat during screen time and try out some of the activities below.

### Things to think about:

Have students keep a log for a week, or even for 1-2 days, of what they eat and drink during screen time vs time spent outdoors. What do they notice? Are the food choices different when in front of a screen than when outdoors?



## Resources

**kidshealth.org**

### **Nutrition for kids: Guidelines for a Healthy Diet**

<http://www.mayoclinic.org/healthy-living/childrens-health/in-depth/nutrition-for-kids/art-20049335>

## Activity

### Breaking the Pattern

We can all get a little hooked on our screens from time to time. But don't worry, you can break the pattern. Here's how:

- Gain a sense of control by setting reasonable and attainable goals related to limiting your use. For example, if you typically spend five hours a day online, then try cutting it down to three hours.
- Stay focused on your goal by listing the top three problems related to use followed by three potential benefits of cutting back. Keep the list in a highly visible place such as on your desk. This will serve as a reminder of what you are working toward.
- Plan short but frequent use, as this will help to eliminate cravings and withdrawal symptoms.
- Disrupt the pattern of use by doing in real life what you ordinarily do online. For instance, get together with your friends in person rather than creeping them on Instagram. As for texting, get back to basics and pick up the phone and call.
- Regarding online posts, only put online what you would be okay with the world seeing. Ask yourself: "Would Mom/Dad be okay with seeing this picture posted online?" If you have to think about it for more than three seconds then you probably shouldn't post it.

# Terms and Concepts

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## 3 Rs

Reduce, Reuse, Recycle. To Reduce our use of energy and material; to Reuse products or energy and to Recycle products or materials. The carrying capacity of the Earth is limited, the materials and energy that we harvest and use should be cycled through our systems at the highest possible level of use or complexity before they inevitably degrade, become less useful, and pass out of the system altogether.



## Computer

A computer is a device that can receive data, store that data in memory and be programmed to follow user commands to analyze and process that data. In this kit when we talk about computers, we mean the various types of computer devices that people commonly use -- like smartphones, tablets, laptops or desktop PCs.

## Cyber Addiction

Severe dependency on the use of personal electronic devices.

## Electronic Device

A commonly used personal or handheld computers.

## Electronic Waste or E-Waste

Electronic devices that have been thrown away. Today E-waste is a major form of toxic waste or pollution.

## Ethical Purchasing

The attempt to buy products that are ecologically-friendly and socially just, often called "green" or "fair trade" products.



## Fear of Missing Out (FOMO)

A form of social anxiety - a compulsive concern that one might miss an opportunity or satisfying event, often triggered by posts seen on social media websites.

### **Green Audit**

An assessment of how ecologically-friendly a building, product, or other system is, by determining things like the amount and kind of energy it uses (or has used in its manufacture), the materials it's made of, and its degree of toxicity when disposed of.

### **Nature Deficit Disorder**

Nature Deficit Disorder (or NDD) is a collective term for a number of phenomena that are considered to be due to lack of exposure to nature. These phenomena include attention and mood disorders, myopia, childhood obesity, lack of respect for nature and delayed or restricted cognitive development.

### **Resource Extraction**

Resource extraction is the removal of materials from the earth that are used in making human products. When materials first come out of or off of the ground, before they have been processed or used in manufacture, they are called "raw materials."



### **Online Identity**

Internet identity (also called IID), or internet persona is a social identity that an Internet user establishes in online communities and websites. It can also be considered as an actively constructed presentation of oneself. Remember that nothing is temporary online. The virtual world is full of opportunities to interact and share with people around the world. It's also a place where there are no "take-backs." A lot of what you do and say online can be retrieved online even if you delete it — and it's a breeze for others to copy, save, and forward your information.

### **Safe Disposal**

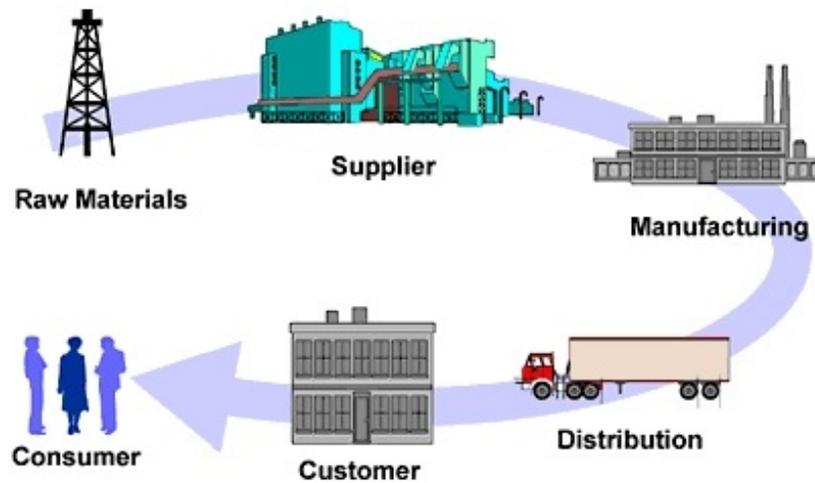
Safe disposal is the placement of waste products in a secure landfill, toxic waste site, or other facility from which toxins will not leak back out into the environment.

### **Unsafe Disposal**

Unsafe disposal is the placement of waste products to an open landfill or location from which toxins may leak back out into the environment. This can also include directly disposing waste products into the environment such as at sea or in rivers and lakes.

## Supply Chain

A supply chain is the complete picture of where all the metals and minerals in a product were mined and where and how they were shipped, processed, and manufactured. While the supply chain for a bag of fair-trade coffee may be relatively simple, it can be highly complex for a smartphone containing a multitude of minute parts that were all manufactured in different factories around the world, using metals and other minerals from mines all over the planet, and shipped by different companies at different times. This makes certification of electronic goods as Fair trade much harder than certification of food products.



*See you next year!*

# Thank You To Our Sponsors

