

THE RECYCLING PROCESS

LESSON OBJECTIVE

Students will learn about the benefits of recycling and complete a creative narrative writing task on what happens when you recycle a mobile phone. They will develop the understanding and skills necessary to act responsibly and create texts that inform and persuade others to take action for sustainable futures.

AUSTRALIAN CURRICULUM CONTENT DESCRIPTION

Year 3 English

- Create imaginative texts based on characters, settings and events from students' own and other cultures using visual features, for example perspective, distance and angle (ACELT1601)
- Create texts that adapt language features and patterns encountered in literary texts, for example characterisation, rhyme, rhythm, mood, music, sound effects and dialogue (ACELT1791)

Year 4 English

- Create literary texts by developing storylines, characters and settings (ACELT1794)
- Create literary texts that explore students' own experiences and imagining (ACELT1607)

Year 5 English

- Create literary texts using realistic and fantasy settings and characters that draw on the worlds represented in texts students have experienced (ACELT1612).
- Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures, language features, images and sound appropriate to purpose and audience (ACELY1704).

LESSON OUTLINE

1. As a class, watch the MobileMuster [Promise video](#) and read the information the MobileMuster website about the [recycling process](#).
2. Discuss the following questions:
 - a. What is recycling?
 - b. How does recycling help the environment?
 - c. Why should we recycle mobile phones?
 - d. What will happen if we don't recycle?
3. Explain that there are many ways to tell stories - particularly short stories. Students can choose to write and illustrate a cartoon or narrative.
4. Explain the main features of cartoons including:
 - a. Reading format - boxes left to right in rows

- b. Difference between speech, thought and exclamation bubbles.
 - c. Importance of the story is shared through pictures.
 - d. Captions should be short and sharp.
5. Ask students to design their own cartoon or narrative on the journey of a mobile phone being recycled. They need to imagine they are the mobile phone that is being dropped off for recycling. How do they feel and what happens on their recycling journey. What other characters do they meet along the way? How will the story end and what message will they communicate to the reader.
6. Teacher and students discuss potential storylines. The character in the cartoon and narrative may weigh up the pros and cons of recycling before deciding what to do with their old mobile.
7. When students have completed their cartoon and narrative they should share/discuss with another pair, once each team has seen two other working pairs the teacher should instigate a whole class share and reflection.

SUPPORT MATERIAL

- MobileMuster Promise Video (<https://vimeo.com/88409992>)
- [MobileMuster Recycling Process: What Happens when you recycle](#)