



# TEACHER GUIDE

Year 10-12 Guide

## GETTING STARTED

1. Read this Teacher Guide to familiarise yourself with the program and curriculum links.
2. Use the optional **Pre-Questionnaire** to assess students' existing knowledge.
3. Introduce key concepts and vocabulary to your class using the **'Words to Know'** section on the Teacher Toolkit. Introduce the Four Core Learning Concepts.
4. Complete the **VPX Interactive Experience** for your year level to build students' understanding of sustainability, recycling and GO waste concepts. This can be done together as a class, or students can complete it independently. Choose a simple classroom activity to complete together.
5. Deliver the **Lesson Plans** and accompanying Student Activity Worksheets in class. Alternatively, you can assign the worksheets for independent learning or take-home tasks.
6. Direct students to their respective **Student Page**, where they can use the digital games and activities to practise what they have learned and explore further.
7. **Extend learning through discussions**, waste sorting activities or GO challenges at school or home.
8. Complete the optional **Post-Questionnaire** to review learning and celebrate student progress.
9. Use the **Family Resources** to encourage sustainability learning beyond the classroom.
10. **Revisit Project GO throughout the year** to support sustainability learning and environmental action.



## Included in This Program

Welcome to Project GO - educating students and their families about recycling and sustainability.

Project GO has been designed as a flexible, curriculum-aligned learning pathway that supports teachers to introduce sustainability concepts, reinforce understanding through interactive learning experiences, critical inquiry and analysis of real-world sustainability challenges, environmental systems and community action.

The web portal resources are structured to provide flexible classroom entry points, inquiry-based learning, systems thinking, sustainability investigation opportunities, and ongoing sustainability learning throughout the school year.

The senior secondary resources also encourage students to explore future sustainability challenges, environmental leadership opportunities, and career pathways connected to recycling, resource recovery and the circular economy.

This program is aligned with the Australian Curriculum in Queensland and includes:

- VPX Interactive Learning Experience
- Student Worksheets and Activities
- Digital Learning Games
- Vocabulary and "Words to Know"
- Posters and Classroom Resources
- Curriculum-Aligned Lesson Plans
- Educator Assessment Resources
- Family and Home Learning Resources

### ACiQ Learning Areas:

Science; Geography; Technologies; English; Health and Physical Education

### General Capabilities:

Literacy; Critical and Creative Thinking; Personal and Social Capability; Ethical Understanding

### Cross-Curriculum Priorities:

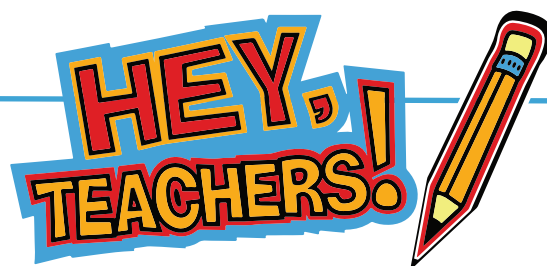
Sustainability; Aboriginal and Torres Strait Islander Histories and Cultures

**Please visit [Project-GO.com.au](http://Project-GO.com.au) for full curriculum connections**

## About Project GO

[www.Project-GO.com.au](http://www.Project-GO.com.au)

Project GO is a FREE STEM Recycling and Sustainability education program for both primary and secondary schools. Proudly presented by Ipswich City Council, this curriculum-aligned initiative provides teachers, students and families with access to engaging digital learning resources that can be incorporated into classroom learning, inquiry projects and home sustainability actions throughout the year.



1. Log on to: [www.HeyTeachers.org](http://www.HeyTeachers.org)
2. Enter the code **ICCPGO**
3. Fill out the evaluation
4. Go to [Project-GO.com.au](http://Project-GO.com.au) to access your Teacher Toolkit and Student Activities.

We take your feedback and suggestions very seriously. Hearing from educators with firsthand experience with our programs ensures that we continue to improve, making them as beneficial as possible for you and your students. Thank you for your time and valuable input. Hearing from educators with firsthand experience with our programs ensures that we continue to improve, making them as beneficial as possible for you and your students. Thank you for your time and valuable input.

# Using the Program in Your Classroom

**Project GO** has been designed as a flexible, curriculum-aligned learning pathway that supports teachers to introduce sustainability concepts, reinforce understanding through interactive learning, and extend student thinking into real-world environmental action at school and home.

Teachers can engage with the program in a way that best suits their classroom, with all resources available via the **Teacher Toolkit**. Students can also be directed to access a suite of supplementary resources on demand via the **Students 10-12 Resource Hub**.

## Four Core Learning Concepts

- **What is the problem with Waste?** Investigates the causes and consequences of waste generation in modern society, including the impacts on ecosystems, climate, and resources.
- **Why Recycling Systems matter.** Explores how recycling reduces environmental harm by conserving resources, minimising pollution, and lowering greenhouse gas emissions. Introduces the role of innovation, infrastructure, and behaviour in creating effective waste management systems.
- **Understanding GO Waste.** Examines how organic materials fit into natural and human-made cycles of resource use and recovery. Highlights decomposition, soil health, and the environmental benefits of returning organic matter to the earth through sustainable practices.
- **How to be a GO Game Changer.** Empowers students to apply sustainability principles to real-world contexts through informed, responsible action. Promotes personal and community responsibility, ethical understanding, and leadership in waste reduction and resource stewardship.

## Start Here - Simple 45 Minute Lesson

### Step 1 – Introduce the Topic (5 mins)

Review vocabulary and discuss:

- What happens to waste after it leaves our homes?
- How effective are recycling and waste management systems in supporting environmental sustainability?
- How do waste and the consumption of resources impact the environment, the economy, and the community?

### Step 2 – Explore Together (35 mins)

Complete a VPX Interactive Learning Experience as a class or in small groups.

### Step 3 – Reinforce Learning (5 mins)

Discuss:

- How can communities reduce waste?
- What sustainability actions or system improvements could students advocate for within schools or communities?
- Why is sustainability important?

For more structured curriculum delivery, teachers can access the full Lesson Plans within the Teacher Toolkit, with each lesson directly linked to accompanying student activities and worksheets.

## Suggested Learning Pathway

| Learning Stage    | Suggested Resource                                                         |
|-------------------|----------------------------------------------------------------------------|
| Before Learning   | Pre-Questionnaire                                                          |
| Introductory      | Vocabulary + Poster + Program Video                                        |
| Developing        | VPX Interactive Learning Experience                                        |
| Apply Learning    | Lesson Plans + Student Worksheets                                          |
| Extension         | Sustainability investigation, issue analysis or classroom debate           |
| Real-World Action | GO Waste audit, sustainability proposal or environmental action initiative |
| Reflect & Review  | Post-Questionnaire                                                         |

# VPX - GO Game Changers Digital Experience

The **VPX - GO Game Changers Digital Experience** combines fast-paced sketch comedy, interactive challenges and curriculum-aligned learning to engage students in recycling and sustainability through a student-led digital learning pathway.

The digital experience is delivered across three progressive learning levels, allowing students to build their understanding before demonstrating what they have learned.

Teachers may choose to complete each level together as a class, use individual levels to support specific lessons, or direct students to complete the experience independently at school or at home.

You will find the **VPX - GO Game Changers Digital Experience** in your Teacher Toolkit at **Project-GO.com.au**

## Suggested Learning Sequence

### Level 1 – What is the Problem with Waste? (15 mins)

Students explore why waste has become an environmental challenge and discover why recycling systems play an important role in protecting our communities and the environment.

### Level 2 – Understanding GO Waste (15 mins)

Students investigate what belongs in the GO bin, how organics recycling works, and how simple everyday choices can help them become GO Game Changers.

### Level 3 – The Final Test (5 mins)

Students complete a final interactive quiz that brings together the concepts explored throughout the learning experience, allowing them to demonstrate their understanding of the program.

### Review Student Learning

Upon completion of the Final Test, students receive an overall score and have the option to email their results to their teacher, providing a simple way to monitor participation and learning outcomes.

### Celebrate Success

Students who complete all three VPX learning levels can download a Certificate of Completion upon completion of Level 3. Teachers may also download the student



# Extending Learning Beyond the Classroom

## Flexible Ways to Use Project GO

### Quick Classroom Warm Ups

- Sustainability discussion starters
- Vocabulary revision activities
- Waste sorting challenges
- Environmental issue prompts

### Whole Class Learning

- Teacher-led smartboard discussions and VPX viewing

### Collaborative Investigation & Research

- Collaborative investigations and classroom activities

### Sustainability Units

- Support Science, Geography, Technologies and cross-curricular inquiry learning

### Fast Finishers

- Digital games, extension questions and sustainability investigations, research tasks and issue analysis activities

### Home Learning

- Family GO Guide challenges and discussions

## From Learning to Action

### Extending Learning Beyond The Screen

Project GO encourages students to apply sustainability learning through real-world investigation, reflection and environmental action.

#### Classroom Ideas

- Conduct a classroom or school waste audit
- Investigate contamination in recycling systems
- Create sustainability awareness campaigns
- Research composting and decomposition systems
- Design posters or presentations promoting GO recycling
- Investigate careers, study pathways and emerging industries connected to sustainability, recycling and environmental innovation

#### Home Connections

Encourage students to:

- Identify GO waste and recycling systems at home
- Discuss sustainability behaviours with family members
- Analyse household sustainability behaviours and waste-management practices
- Complete sustainability challenges at home

#### Reflection Questions

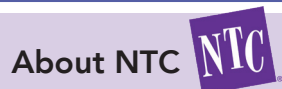
- How effective are current recycling and sustainability systems?
- What are the impacts of landfill waste?
- How can individual, community and industry behaviours influence long-term sustainability outcomes?
- What role can young people play in future environmental leadership and sustainability action?
- How could future careers and industries contribute to solving sustainability challenges?

## Assessment & Teacher Support

For student Pre- and Post-Questionnaires, formative assessment strategies, classroom reflection prompts and assessment support materials, please refer to the Project GO Educator Assessments available within the Teacher Toolkit.

The Teacher Toolkit includes curriculum-aligned Lesson Plans, Educator Assessment Guides, Student Pre- and Post-Testing Tools, Training Videos, Printable Classroom Resources, and Student Workbooks.

Available now at: **Project-GO.com.au**



NTC has been touring into schools across Australia with free educational programming for over 25 years. Whether you are a first-timer or a repeat viewer, we're excited to offer this opportunity to you free of charge, provided by partner organisations in your region that care about the future of your students and our planet.

# How To Access Your E-Learning Package

Go to:

## PROJECT-GO.COM.AU

The e-learning package includes additional online educational resources for you to use with your students.

### TEACHER TOOLKIT

Your toolkit includes an instructional educator video, lesson plans, educational standards information and more.

### STUDENT ACTIVITIES

Your students will have access to a portal with interactive games, quizzes and more.

### FAMILY RESOURCES

Families can explore an at-home Family GO Guide, recycling challenges, composting information, sustainability activities, and additional links.



LET'S SORT  
IT OUT. IPSWICH

IPSWICH  
WASTE SERVICES

This project  
is proudly  
supported by



Queensland  
Government