



TEACHER GUIDE

Year 4-6 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.
4. Complete the **EPX 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.
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 to help teachers introduce sustainability and recycling concepts through simple, interactive classroom learning experiences that connect school learning to everyday actions at home.

The web portal resources are structured to provide accessible classroom entry points, flexible lesson integration, and opportunities for differentiated and ongoing learning throughout the school year.

This program is aligned with the Australian Curriculum in Queensland and includes for Years 4-6:

- An EPX Interactive Ebook Adventure
- Student Activity Sheets
- Digital Educational Games
- Vocabulary and Key Terms
- Posters and Classroom Materials
- Curriculum-Connected Lesson Plans
- Teacher Assessment Tools
- Family Engagement Resources

ACiQ Learning Areas:

Science; Geography; Technologies; Health and Physical Education; The Arts

General Capabilities:

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

Cross-Curriculum Priorities:

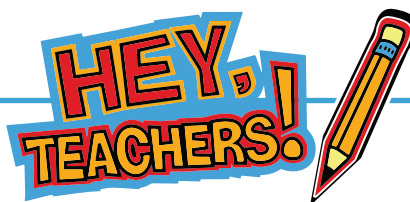
Sustainability; Aboriginal and Torres Strait Islander Histories and Cultures

Please visit Project-GO.com.au for full curriculum connections

About Project GO

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 is designed as a flexible learning platform. The web portal provides teachers, students and families with year-round access to engaging educational resources that can be incorporated into both classroom learning and at-home actions at any time.



1. Log on to: www.HeyTeachers.org
2. Enter the code ICCPGO
3. Fill out the evaluation
4. Go to 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 4-6 Resource Hub**.

Four Core Learning Concepts

- **What is Waste?** Exploring how waste is created in everyday life and how it is sorted into landfill, recycling, and garden organics. Introduces waste as a human impact issue and supports early understanding of materials, systems, and responsible resource use.
- **Why is Recycling important?** Highlights the environmental impact of waste and how recycling helps reduce pollution and conserve natural resources. Explores the role of recycling and composting systems, and how community action contributes to sustainability.
- **What is GO Waste?** Defines garden organics and what belongs in the GO bin, while introducing the natural processes of decomposition and composting. Explains how organic recycling returns nutrients to the earth and supports sustainable cycles in local environments.
- **What YOU can do!** Empowers students to take practical action at school and home to reduce GO waste and recycle correctly. Encourages responsibility, leadership, and an understanding of how small everyday choices support positive change in communities.

Start Here - Suggested 30 Min Lesson

Step 1 – Introduce the Topic (5 mins)

Review vocabulary and discuss:

- What happens to waste?
- What bins do we use?

Step 2 – Explore Together (20 mins)

Complete the Interactive Ebook as a class.

Step 3 – Reflect and Act (5 mins)

Discuss:

- What can we recycle?
- What GO waste do we see at home or school?

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	EPX Interactive Ebook
Apply Learning	Student Worksheets
Extension	Waste sorting challenge or class discussion
Real-World Action	Home or classroom GO challenge
Reflect & Review	Post-Questionnaire

EPX - Interactive Ebook

The **EPX Interactive Ebook** is an interactive learning experience that combines storytelling, interactive activities and curriculum-aligned learning to engage students in recycling and sustainability through a guided digital learning journey.

For Years 4–6, the EPX can be completed in class together or as independent student learning in class or at home.

The EPX Interactive Ebook takes approximately 20 minutes to complete.

Suggested Classroom Learning Sequence

1. Explore the Story

Students work through the Interactive EPX Ebook, where key recycling and sustainability concepts are introduced through an engaging narrative.

2. Respond to Interactive Questions

Throughout the story, students answer interactive questions that reinforce key learning concepts and encourage them to apply their understanding before progressing.

3. Show What You Learned

At the end of the EPX, students complete a short interactive quiz that assesses their understanding of the learning concepts explored throughout the experience.

4. Review Student Learning

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.

5. Celebrate Success

Students who complete the EPX can download a Certificate of Completion. Teachers can also download and distribute the certificate from the Teacher Toolkit.



Extending Learning Beyond the Classroom

Flexible Ways to Use Project GO

Quick Classroom Warm Ups

- 5-minute waste sorting challenge
- Vocabulary revision
- Sustainability Discussion Starter

Whole Class Learning

- Teacher led-smartboard activities

Small Group Rotations

- Independent digital learning stations

Sustainability Units

- Support Science or HASS investigations

Fast Finishers

- Digital games and extension activities

Home Learning

- Family GO challenges and discussions

From Learning to Action

Project GO encourages students to apply their learning through real-world action.

Classroom Ideas

- Conduct a simple bin waste audit
- Create a classroom GO bin poster
- Sort images into correct bins
- Build a compost jar investigation
- Create a recycling pledge wall

Reflection Questions

- What surprised you about waste?
- Why is recycling important?
- What change could your class make together?

Home Connections

Encourage students to:

- Identify GO waste at home
- Teach family members about recycling
- Complete a one-week GO challenge

Assessment & Teacher Support

For student 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**

About NTC



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