



TEACHER GUIDE

Year 7-9 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, and extend student thinking into real-world environmental action and community awareness.

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

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:

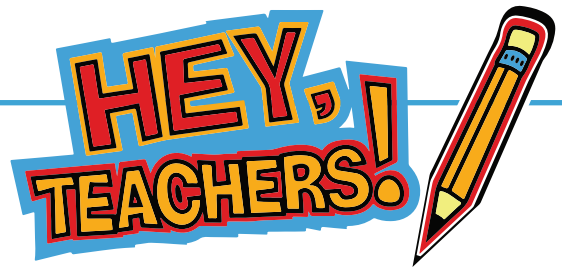
Sustainability; Aboriginal and Torres Strait Islander Histories and Cultures

Please visit Project-GO.com.au 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 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
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 7-9 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?
- Why do recycling systems matter?
- What environmental impacts can waste create?

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 actions could students take at school or home?
- 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 Plan + Student Worksheets
Extension	Sustainability investigation or class discussion
Real-World Action	GO Waste audit or sustainability challenge
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 certificate at your Teacher Toolkit.



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

Small Group Inquiry

- Collaborative investigations and classroom activities

Sustainability Units

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

Fast Finishers

- Digital games, extension questions and sustainability research tasks

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
- Develop classroom sustainability goals

Home Connections

Encourage students to:

- Identify GO waste and recycling systems at home
- Discuss sustainability behaviours with family members
- Investigate household waste habits
- Complete sustainability challenges at home

Reflection Questions

- Why do recycling systems matter?
- What are the impacts of landfill waste?
- How can individual behaviours influence sustainability?
- How could students lead environmental action in their community?

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**

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
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