

## How To Play A Game Tile

Waste-a-Watts are evil characters who grow stronger when there is energy waste. The purpose of this game is to find, tag and fix the energy waste and eliminate and lurking Waste-a-Watts.



### 1. Organize

- Determine how many rooms you will include in the K-12 Challenge. Assign one tile per room.
- Identify the closest room category from one of the four room category choices for all the rooms that you want to include in the Challenge: Classrooms (red), Large Gathering Spaces (Green), Administration (Blue), Ancillary (Gray).



- These are room category stickers.
  - Write all the room names and numbers of the rooms that you will include in the Challenge. Use the appropriate color to indicate the closest room category.



- Peel backing off school zone sticker and place directly onto the game tile.



### 4. Tag The Waste

These are the energy action stickers. Use them to tag energy waste within (4) specific categories, lighting, heating & cooling, devices & miscellaneous. Leave the tags up during the Challenge and afterwards as a reminder to fix the waste!

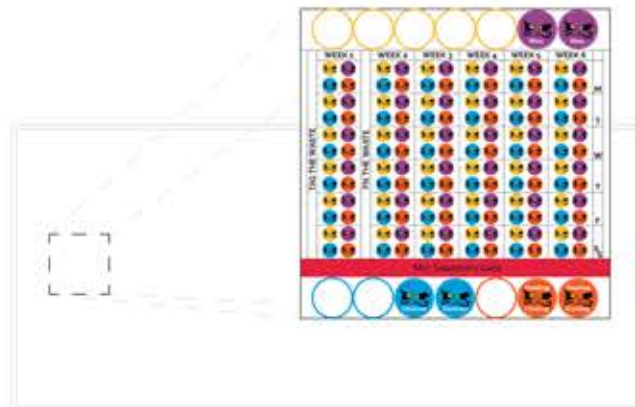


- Peel off the energy action stickers and tag energy waste within the space being played. For example, all light switches or plugged-in devices or shades can receive a tag to indicate that this is a potential energy waste.



### 6. Fix The Waste

Hang up the game tile with pins or double sided tape in each room included in the Challenge.



- Use the calendar portion of the game tile DAILY to track energy-savings actions that you take. For example, if you have switched off all the lights in a classroom, you may cross-off the yellow Waste-a-Watt for that day!

