

Together To Protect Human and
The Environment Ass. (NGO)

جمعية معاً لحماية الإنسان والبيئة
(منظمة غير حكومية)

ISO 2015-9001
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A guide to environmentally friendly toys and children's magazines

(Play and Learn)



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Introduction

We are pleased to present to you a comprehensive guide about environmentally friendly toys and children's magazines, where we showcase a curated selection of products that promote learning and creativity in children in sustainable ways and encourage positive interaction with the environment. This guide is your ideal source to enjoy toys while also learning how to preserve the environment and support children's rights. It is a fun and educational journey that combines fun and environmental awareness. These toys are specifically designed to encourage participants to interact with nature and understand the importance of environmental conservation. In this guide, you will find a diverse range of sustainable magazines and toys that focus on the environmental aspect as well as children's rights. The toys will help develop children's communication, cooperation, and problem-solving skills. They will provide them with opportunities to play and interact in creative ways and share ideas and feelings. We are committed to providing diverse and enjoyable content, where you will find games and suitable magazines and interests in the guide. So, get ready for fun, learning, and adventure in the world of environmentally friendly toys and children's rights, and enjoy a unique playing experience that combines fun, environmental responsibility, and child rights awareness. Let's collaborate to build a better world together.

Snakes and Ladders for Environmental Awareness

Number of Players: 2 or more

Objective: To learn and raise awareness about environmental issues and how to protect the environment, and to promote sustainable development goals.

Game Instructions:

- 1- Each player starts by rolling the dice once, the player with the highest number starts the game. If players roll the dice and get the same number, they roll again.
- 2- Players take turns rolling the dice, then move on the colored squares according to the number shown on the dice, and so on.
- 3- The ladders in the game allow the player to move up faster. If the dice stops you at the bottom of a ladder, you can move directly to the top of the ladder, but if you land on a square at the top or middle of the ladder, you must stay in place until the next dice roll.
- 4- If the dice stops you at the head of a snake, you must move down to the tail of the snake, and if you land on a square in the middle or at the bottom of the snake, you must stay in place.
- 5- The game continues with chases between the ladder and the snake until one of the players reaches number 100 and wins.



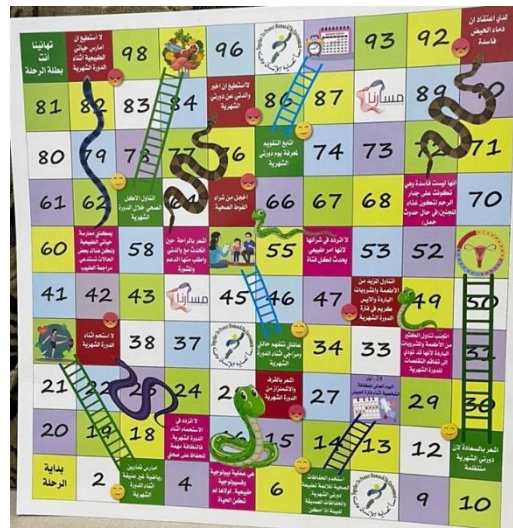
Snakes and Ladders for Menstrual Health Awareness

Number of Players: 2 or more

Objective: To learn and raise awareness about menstrual health and the importance of women's healthcare.

Game Instructions:

- 1- Each player starts by rolling the dice once, the player with the highest number starts the game. If players roll the dice and get the same number, they roll again.
- 2- Players take turns rolling the dice, then move on the colored squares according to the number shown on the dice, and so on.
- 3- The ladders in the game allow the player to move up faster. If the dice stops you at the bottom of a ladder, you can move directly to the top of the ladder, but if you land on a square at the top or middle of the ladder, you must stay in place until the next dice roll.
- 4- If the dice stops you at the head of a snake, you must move down to the tail of the snake, and if you land on a square in the middle or at the bottom of the snake, you must stay in place.
- 5- The game continues with chases between the ladder and the snake until one of the players reaches number 100 and wins.

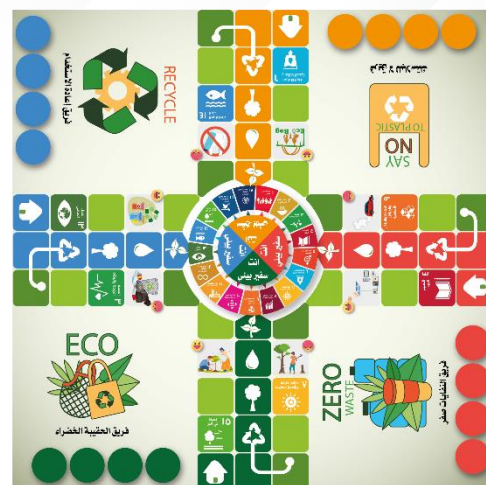


Lido Eco Awareness Journey

Number of Players: 2-4

Objective: To learn and raise awareness about environmental issues and how to protect the environment.

Game Instructions:



- Choose your favorite color in one of the four teams and get ready to compete using the small colored pieces to represent your team.
- Roll the dice and wait to see the result. Move your piece clockwise according to the number on the dice. Your goal is to move all your pieces from the starting square to the center of the board.
- Remember that luck may be on your side! If you roll a 6 on the dice, you get a second chance to roll.
- When a player lands on a positive environmental image (a picture representing environmental progress), the player moves forward two squares after discussing the environmental content of the image. For example: What do you see in the picture? What is the environmental scene depicted?
- When a player lands on a negative environmental image (a picture representing environmental decline), the player moves back two squares and discusses the content of the image. For example: What is the environmental problem that was photographed? How can it be addressed?

In the last five squares before entering the winning zone, you will find environmental symbols corresponding to cards containing important environmental questions. When you reach one of these squares, draw a card from the stack of environmental questions that bears the same symbol as the square.

Carefully read the question on the card.

If you answer the question correctly, you get a second chance to roll the dice.

The player who successfully moves all their pieces to the center of the board first wins.

Number of Players: 2 or more

Objective: To learn and raise awareness about environmental issues and how to protect the environment, and to promote sustainable development goals.

Game Instructions:

- Shuffle the cards and distribute 7 cards to each player.
- Place the top card from the deck in the middle to start the game.
- Start the game with the player to the left of the dealer. They must place a card of the same color or the same symbol as the one in the middle.
- If they don't have a matching card, they must draw one card.
- If this card matches the color or symbol, they can play it immediately.
- Special cards (change color, +2, +4, carbon credit) can be used to add details to the game.
- The main goal is to get rid of all your cards and declare "ECO YEK" when you have one card left.
- The player who gets rid of all their cards first wins the round.



Number of Players: 2-6 players

Objective:

To raise awareness about environmental issues and their importance. To teach players how to take action to contribute to environmental protection. To encourage strategic thinking and investment decisions.

Game Instructions:

Ecoopoly consists of a variety of environmental locations and lands. At the beginning of the game, players roll the dice and move according to the number they get. Whenever a player stops at a location, they have the right to purchase it. There is a total of 22 locations divided into eight groups (each group contains two to three locations). Whenever a player successfully purchases a group of locations of the same color, they have the right to build a solar energy system and a water desalination system on it, which greatly increases its value. If you land on a location owned by another player, you must pay rent to them. In the middle of each street, there is a bicycle path with its special income different from the other locations. There are clean energy and water recycling companies. There are also "Chance" and "Environmental Community" boxes distributed on the map. Whenever you land on one of these boxes, you must draw a card containing various environmental challenges related to environmental protection. There is a "Police" square on the board. If you land on it, you must go to the environmental court and either miss three turns or pay a fine to get out. The choice is yours. There is a rest area under the shade of a tree at the end of the second street. Nothing happens when you land on it. There are also two tax squares. If you land on them, you must pay the required amount. Money: Carbon credits are used alongside traditional money as a means of trade and investment in improving the environment.



ECO PICK

Number of Players: 2-4

Objective: A unique environmental adventure and a magical experience that combines speed and environmental interaction.

Game Components:

The game consists of 57 cards, each carrying 8 different environmental symbols out of a total of 57 symbols. There is one common symbol between each pair of cards.

Gameplay:

There are several ways to play as outlined in the game instructions. The game relies on memory, observation skills, and speed, as all players play simultaneously. You can explore new strategies and enjoy a variety of gameplay methods that combine excitement, challenge, and environmental interaction. Regardless of the game type, you must always be the quickest to notice the common symbol between the two cards and name it audibly.



Trash Trek

Number of Players: 2 to 3 players.

Game Components: • 7 sets of cards, each set consisting of 7 cards of the same color, representing a specific category of waste. • One wildcard.

Categories:

Paper waste (Cardboard)

Glass waste

Electrical appliances

Pharmaceutical waste

Plastic waste

Organic waste

Metal waste

Game Instructions:

- After shuffling the cards, distribute 6 cards to each player, and place the remaining cards in the middle.
- The first player starts by requesting a specific card from the next player.
- If the card is available, the player can obtain it. If not, they draw a card from the top of the central stack.
- If you have a wildcard, you can use it to exchange it for any card from any player.
- When you collect 7 cards of the same type, place them in front of you. You can also collect a set by using all of its cards.
- The game continues until the cards in the middle are exhausted. The winner is the one who collects the most sets.



Rights of the Child

Number of Players: 2 – 4

Objective: To learn and raise awareness about the rights of the child.

Game Instructions:

Each player starts by rolling the dice once, the player with the highest number starts the game.

Players take turns rolling the dice, then move their pieces according to the number shown on the dice, and so on.

The squares in the corners of the game board contain positive messages that allow the player to move forward faster, while negative messages make the player move backward or stay in place until the next dice roll.

The game continues in a chase between positives and negatives until one of the players reaches the center of the board and wins.



for Children is a magazine designed specifically to meet the needs and interests of children. The magazine aims to provide entertaining and educational content that encourages children to read, explore, and think creatively.

The content of " My Dreams Magazine" includes various elements that cater to children's interests, including:



Exciting stories: The magazine contains thrilling stories filled with adventures, suspense, and learning. These stories are accompanied by beautiful illustrations that help convey the story and stimulate children's imaginations.

Games and activities: The magazine includes interactive games and entertaining activities such as puzzles, crosswords, drawing, and coloring pictures. These games help develop children's critical thinking and innovation skills.

Educational information: The magazine provides exciting and useful educational information in various fields such as science, history, and culture. This information works to expand children's knowledge and stimulate their curiosity to discover more.

Tips and advice: The magazine offers tips and advice relevant to children's lives in areas such as health, nutrition, and social relationships. These tips aim to help children develop a healthy and happy lifestyle.

Contests and prizes: The magazine offers exciting contests to win fun prizes. These contests encourage children to participate, develop their skills, and foster positive competition.

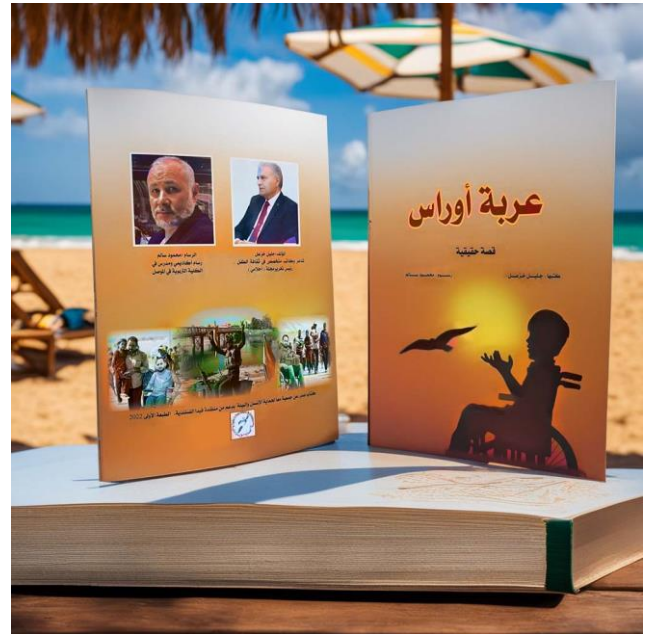
In summary, " **My Dreams Magazine** " aims to provide an engaging and educational reading experience for children, contributing to their personal and intellectual development and expanding their horizons.



Ouras Carriage Magazine

is an inspiring magazine filled with real stories and experiences of individuals living with disabilities and unique challenges. The magazine aims to highlight the capabilities and achievements of these individuals and inspire the community with their strong spirit and determination.

"Ouras Carriage Magazine" stands out with its attractive and modern design, using beautiful images and illustrations to enhance the stories and articles. The magazine is considered an inspiring and useful resource for individuals with disabilities and their families, as well as for the community as a whole, working to change negative perceptions and promote understanding and respect for this strong and inspiring segment of society.



The Environmental Passport

- The Environmental Passport Part One for children aged (5-10) is a unique document that provides children with the opportunity to explore the world of the environment and enhance their awareness of the importance of environmental conservation. The environmental passport allows children to play an active role in protecting the environment and promoting positive environmental behaviors. Through a variety of tasks and activities in the passport, children learn how to preserve the environment and contribute to improving air, water, and soil quality.
- The Environmental Passport Part Two for youth aged (11-18) is a unique document that provides young people with the opportunity to explore the world of the environment and enhance their awareness of the importance of environmental conservation. The environmental passport enables youth to play an active role in protecting the environment and promoting positive environmental behaviors. Through a variety of tasks and activities in the passport, children and youth learn how to preserve the environment and contribute to improving air, water, and soil quality.

When children and youth complete the passport tasks, they receive signatures and certifications demonstrating their commitment to environmental issues. Holders of the environmental passport can enjoy special privileges, such as participating in environmental events and receiving discounts at public stores.



This guide is considered a valuable reference for parents and educators who are seeking to choose fun and educational products and promote environmental awareness in children. In conclusion, we would like to encourage you to try the environmental games featured in this guide. Choosing to play these games is not only a source of entertainment and fun but also an expression of your support for environmental initiatives and the promotion of children's rights.

When you purchase an environmental game, you are not only acquiring a source of fun but also contributing to building a better future for the environment and promoting awareness of children's rights. Enjoy the wonderful time with the games and share this unique experience with friends and family.

Be sure to make use of the guide to discover more environmental games and be motivated to take small steps towards a sustainable life. Thank you for supporting environmental games and for participating in building a more responsible community towards nature and children's rights.

the prices



Eco Pick

6000 dinars



Eco Yek

4000 dinars



**Lido & Snake and Ladder:
Environmental Awareness
Journey & Rights of the Child**

4500 dinars



**Snake and Ladder: Menstrual
Cycle Awareness**

2000 dinars



Environmental Passport

3000 dinars



Rights of the Child

2000 dinars



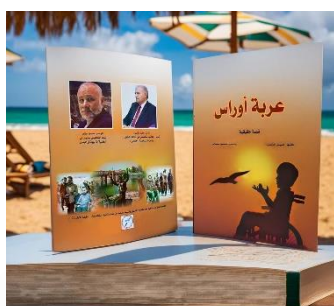
Trash Trek

4000 dinars



Ecopoly

12000 dinars



Ouras Carriage Magazine

3000 dinars



My Dreams Magazine (1)

3000 dinars



My Dreams Magazine (2)

3000 dinars

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