## **Oper-CBI Project**

## **CANTEEN EXPERIENCE**













# **ITALIAN CANTEEN**





# ITALIAN CANTEEN PROBLEMS

**LACK OF TIME** 

**CHAOTIC CONDITIONS** 

ABSENCE OF EDUCATIONAL MATERIAL FOR TEACHERS



# **CHALLENGE DEFINITION**

How might we help Edoardo, a primary school student, to be more EMPOWERED during the canteen moment and build a stronger relationship with food and friends while extending their food education at home?



# SUSTAINABLE DEVELOPMENT GOALS



4.7: education for sustainable development and sustainable lifestyles promotion



RESPONSIBLE CONSUMPTION AND PRODUCTION

12.1: developing framework of programmes
12.3: reducing global food waste (production & supply chains)
12.8: provide info and awareness

#### **NEED**

# BE EMPOWERED DURING THE CANTEEN MOMENT



#### **QUOTES**



I LIKE DOING THE WAITRESS, SET AND UNSET THE TABLE FOR ME AND MY FRIENDS"

Sara



#### **NEED**

# BE GUIDED TOWARD THE EXPLORATION OF THE DISH



#### **QUOTES**



IF THE TEACHER TELLS A STORY ABOUT FOOD,
CHILDREN CAN UNDERSTAND BETTER AND TASTE IT. Carlo



#### **NEED**

# HAVE LESS STRESSFUL JOB CONDITIONS



#### **QUOTES**



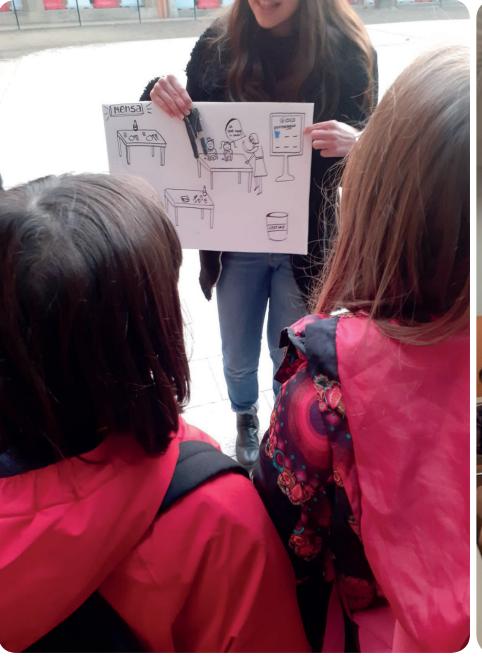
THE CANTEEN MOMENT IS SO NOISY AND STRESSFUL.

I MUST TAKE CARE OF 20 KIDS AT THE SAME TIME."

Annarita

# **RESEARCH**







# SOLUTION = CANTEEN GAME



## WHY A GAME?

• KIDS LOVE PLAYING GAMES

• LEARNING BY HAVING FUN



## **GAME'S OVERVIEW**





**THROUGH** 

TEAM WORKING
PROBLEM SOLVING



# GAME STRUCTURE

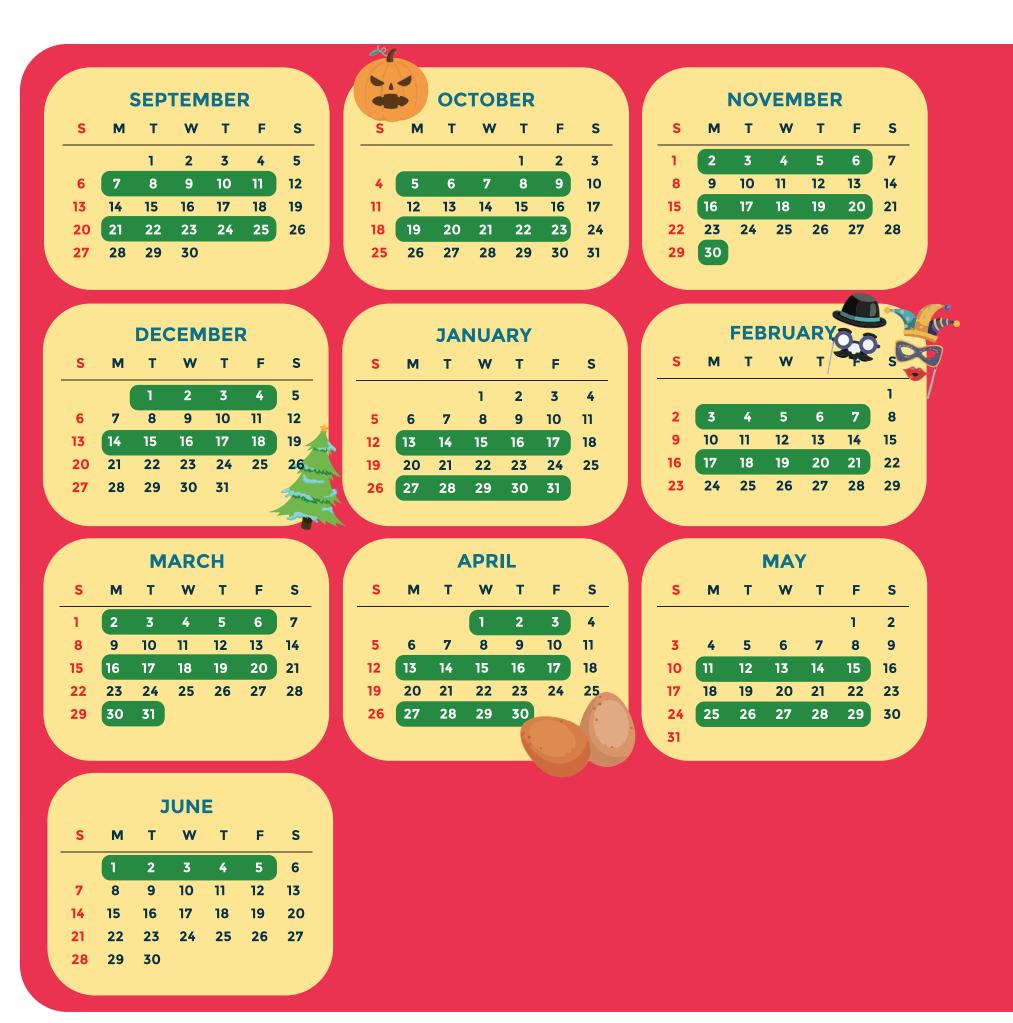


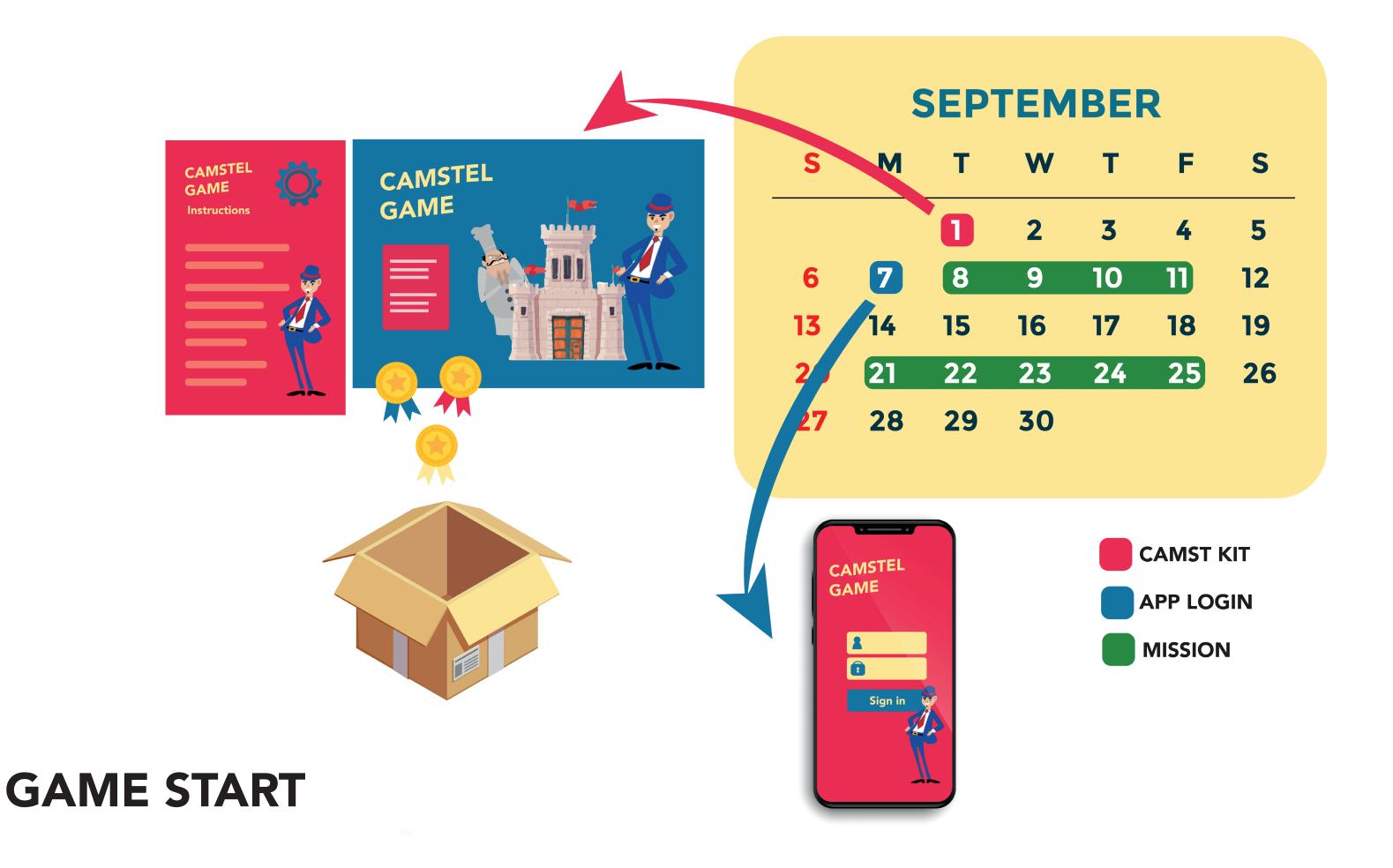


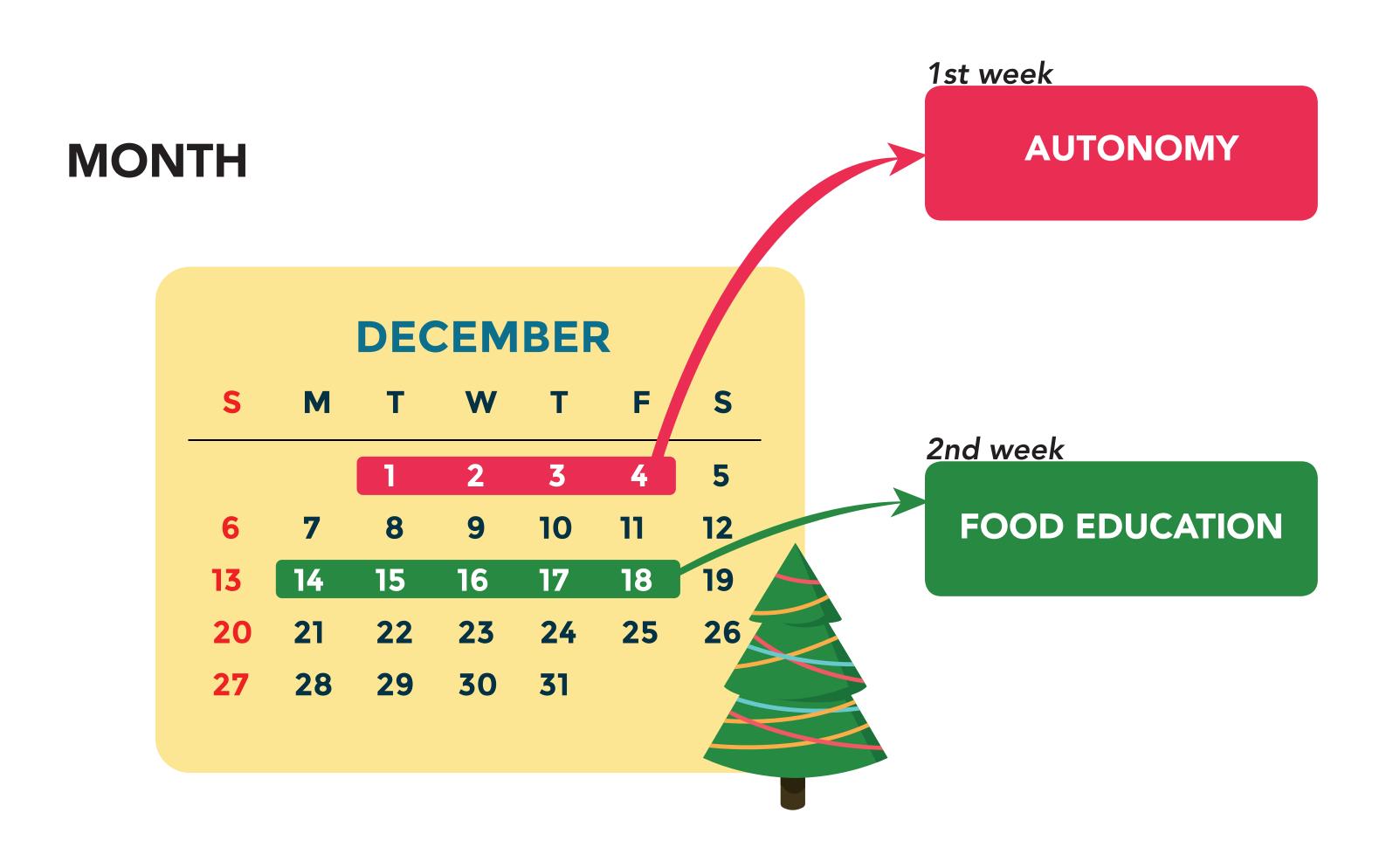
# STRUCTURE OF THE YEAR

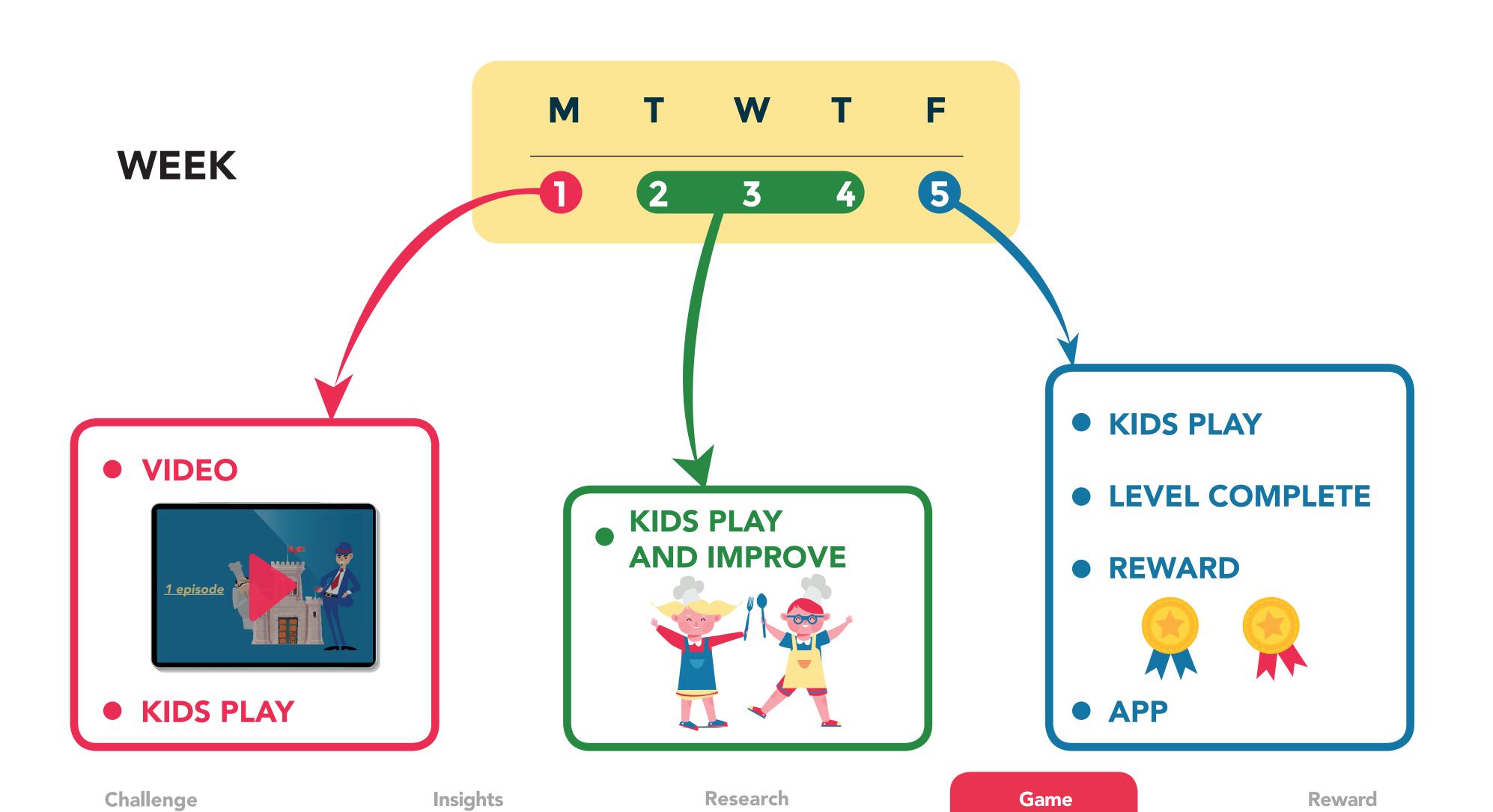
**Duration: 9 months** 

**Teams: classes** 

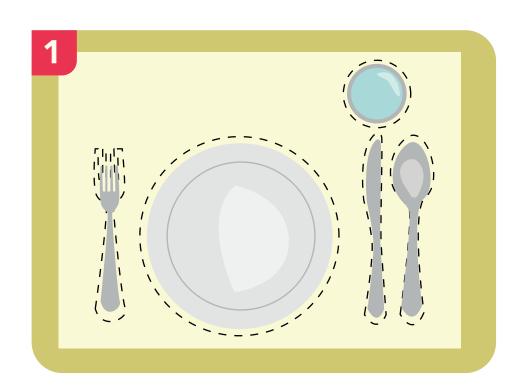


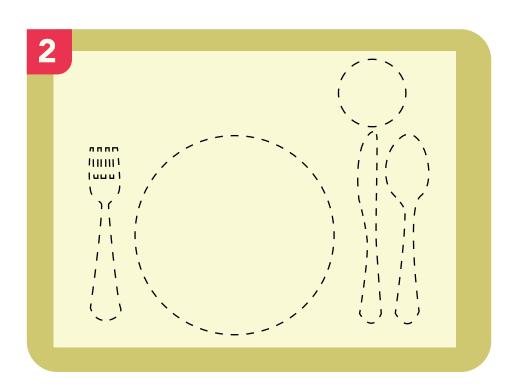


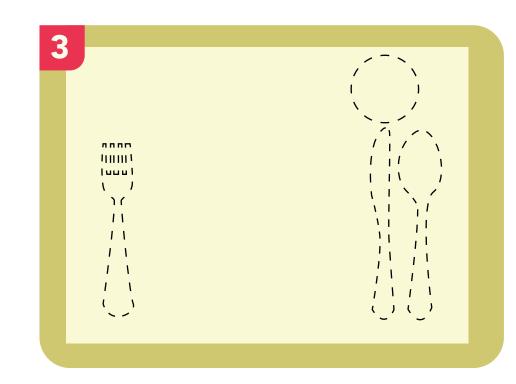


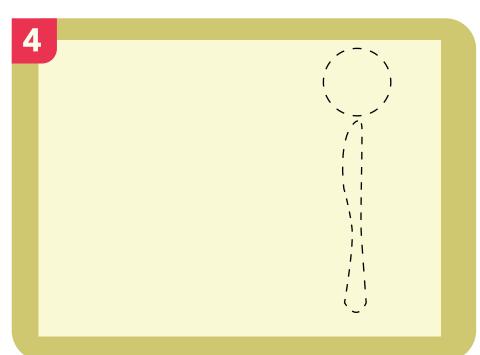


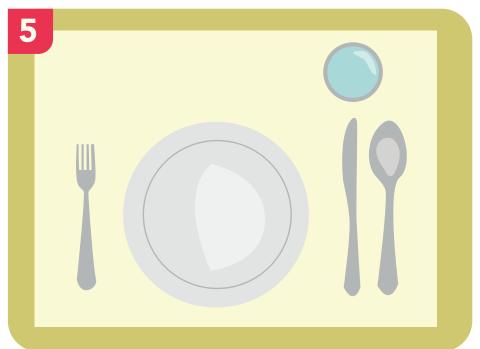
# **MINIGAME: IMPARECCHIA**











# **REWARD GOALS**

**NO COMPETITION** 

**SHORT TERM** 

**LONG TERM** 



# SHORT TERM REWARDS

**COLLECTIVE** 





INDIVIDUAL



# LONG TERM REWARD

