OBJECTIVE:
To train a conscious and motivated future generation in waste management, who will have the knowledge, skills, mindset, motivation and sense of commitment to work for the environment.

INITIATIVE SUMMARY (WHAT & HOW):
The project always starts from negotiating the hours with schools and day-care centres for the introduction of the environmental education. The lessons are reinforced by classroom sessions, audio-visual activities, drawing competitions, video games, and cartoons related to waste management. Additionally, competitive games are organized for children to motivate them and reward those children who have the best understanding of the proper environmental management. Similarly, drawing competitions are held to draw animal and plant species that have been lost or are at the risk of extinction due to poor waste management.

Impact: Improved awareness about waste management issues. Improved engagement in environment activities.

Resources: External school staff, External coordinator, Computers, Teaching material, Recording material, Material, Transportation.

Application: Scalable, easy to replicate and set up in other schools.

5Rs/Other Keywords: Rethink, Refuse, Reduce, Reuse, Recycle

Educational Features
- Implementation of environmental education in the school and day-care programme
- Experiential learning through environmental clubs targeting waste management activities and practices

Innovative Features
Strategies for awareness raising
- Use of multimedia (documentaries and cartoons)
- Competitive games on environmental issues
- Drawing competitions for animals and plants in danger due to the mismanagement of waste.

Useful link
Webpage: [http://leb-up.org/](http://leb-up.org/)
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