Overview

Host or participate in a swap for toys, clothes, books, or tools. Reflect on how sharing items reduces waste, builds community, and encourages sustainable habits.

Learning outcomes

- Understand how swapping can reduce waste and consumption, while increasing connection and wellbeing.
- Reflect on community building through sharing.
- Explore alternatives to buying new items.

Materials

- Items brought from home to swap (e.g., clothes, toys, books, tools, etc.)
- Optional: posters or invitations to advertise the event

Proof to submit

Photos or short videos* of a swap event or student reflections about their experience

Activity

Grades K to 6

Students each bring one item from home to contribute to a classroom swap. They exchange items and take home something "new to them". As a class, discuss why swapping is good for the planet and how it builds community. Students then reflect on how it feels to receive a new-to-them item and to see a classmate enjoy something they shared.

Grades 7 to 12

Students organize or take part in a classroom or school-wide swap. Each student contributes at least one item from home and reflects on how sharing changes the way people think about value, consumption, and community. The swap can optionally focus on a single type of item, such as clothing. Accessibility: For students unable or unwilling to bring items, allow them to submit a "what I would swap and why" reflection.









Tip: If hosting a school-wide swap, plan ahead for what to do with leftover items, such as donating them locally.

* Important: Please ensure that any videos submitted as proof do not include student names or clearly identifiable faces.

Resources for teachers

Visit the Live Net Zero Classroom Challenge website for additional resources and information.





