



Pollution is for the Birds Discussion Questions

1. What is the environment?

The environment is everything, living and non-living, that surrounds us.

2. How does Rosa explain **pollution** to Able? How would you explain it?

She says that it's "like being dirty," and that humans pollute by putting dirty and harmful stuff into the environment. Discuss your child's ideas.

3. Where does pollution come from?

Pollution comes from people putting dirty or harmful substances into the air or water or on the land. Air pollution comes from burning wood and fossil fuels (oil, coal, natural gas) and from using products that have harmful fumes or vapors. Water and land pollution come from litter, from runoff from cities and farms, and from leaks and spills.

4. What problems can pollution cause?

Pollution can make people sick, harm plants and animals, damage buildings, destroy water supplies, and change the environment.

5. In what ways might you contribute to pollution?

Discuss your child's ideas. For example, riding in a car or bus, using electricity, or turning up the heater or furnace can contribute to air pollution; littering or using hazardous products can contribute to water pollution.

6. Why is it important for everyone to do their part to reduce pollution?

Discuss your child's ideas. Ask them to explain the quote: "If everyone does just a little, it can add up to a lot."

7. How does each of these actions help the environment?

- Turning off the water while you brush your teeth

Less water goes down the drain

- Using non-toxic products

Reduces toxic pollution

- Recycling

Reduces waste and pollution emitted by making new products

- Using shopping bags that can be reused

Reduces pollution emitted by making single-use bags and also reduces waste

- Using energy efficiently by not turning up the air conditioner or heater

Helps reduce pollution emitted by generating electricity or burning fossil fuels

8. What are some ways you could be part of the pollution solution?

Discuss your child's ideas.