

Instructions

After watching the video titled 'Upcycling' students can answer questions and undertake a research and a design challenge to reinforce the content.

Questions 1-4 of this activity should take students approximately 30 minutes to complete.

The project over page can be set as an in-class or take-home extended activity.

Reflect, research and answer

- 1. What are the ways that waste can affect our environment?
- 2. According to the waste hierarchy, what should we aim to do with waste before sending it to landfill?
- 3. Brainstorm ideas for items that can be created by upcycling an old cotton shirt.
- 4. Did you know, that globally 73 million tonnes of clothing, footwear, and accessories are sent to landfill per year, often having barely been worn?
 - Think about the items in your wardrobe that you don't use anymore. Explain what you could do to prevent them from going straight into landfill.



Project – design your own upcycled product

- Research examples of different products made via upcycling.
- Using what you have around you, identify the materials that you have available to you for upcycling. These materials are called your source materials.
- Identify your product. Are you creating something new, or will your source materials be applied to an existing product to improve it?
- Draft your design.
- Present the idea to your class and decide what designs you could undertake as a class.

Please note:

- You may upcycle more than one source type to create your new product (i.e. you could use metal cans, timber pallets and cardboard)
- You don't need to use the whole source item, for example you can use a piece of a tyre, but don't have to use the whole tyre.
- You can incorporate new materials but try to keep those to a minimum. You might use things like glue etc...
- Possible source materials: timber pallets, bread clips, clothing, tetra cartons, plastic packets/bags, tires, plastic bottles, industrial machinery parts, pencil case, light shade, furniture, bags, garden planter box, jewellery, playground items, etc.