

## **Design Activity – Recycle**

In this activity we will be exploring the idea of recycling as a driver for design and creation. Awareness and practical action with respect to issues of sustainability seems likely fit into educational experiences that involve making and doing. Where materials come from, how they are used, and what happens to them after the product's intended life can all serve as springboards for student work.

### **Design Problem Statement:**

Design and build a useful product where the major components are made from typically disposed of materials. The objective isn't to re-think the need to discard or recycle an item, but rather illustrate how its lifecycle can be extended by rethinking how it can be used in something new.

An example of the concept would be to use four two-liter pop bottles connected to a composite slab of cardboard to create a table.

### **Timelines:**

1. Get this assignment and start an independent design study
2. Start to gather raw materials
3. Design and manipulate materials
4. Build and record ideas
5. Display and review of design outcomes
6. Submit product and documentation

### **Documentation:**

Create a visual record of the entire process from finding the materials, designing the product, making the product, and using the product. You can convey your process through digital documents, pictures, and/or video formats to convey the process. It could be photos, video, slideshow, etc.

This activity is intended to be lighthearted and fun in its interpretation. The build time allotted is limited so strive for the elegantly simple design that is easy to make but still offers a useful end product that captures the imagination aesthetically.