

Redesign “R” System of Stuff

Follow-Up Activity for ZWAP! Classes

Objective

To encourage students to creatively rethink how we can learn and/or play using fewer materials and products.

Time Required: 45 minutes

Materials

- Printed and cut-out items from ZWAP! The Game (to be drawn from a hat)
 - Suggested items: Empty glue bottle, empty milk carton, used plastic folders, used plastic bag, broken flash drive, dull scissors, old ruler, used Clorox wipes, used tissues, dry markers, old Xbox, food wrappers, dirty shoes, old lamp, used toothpaste tube, old couch, broken television, cardboard pizza boxes, and plastic orange juice container
 - Make sure there are enough items for each small group of students to draw several from the hat
- General art supplies (paper, pencils, crayons, colored pencils, etc.)

Problem

Much of the stuff we make and use is “designed for the dump”, meaning it is not made to be repaired, reused, recycled, or composted. When these items have served their purpose, like a fruit snack wrapper, or when they break, like a mechanical pencil, our only option in Missoula is to throw them away. Unfortunately, many of these items contain materials which are toxic to us or our environment.

Task

In groups of two or three, students will select two items from ZWAP! The Game. They will choose which of the two items they’d like to work with.

Student instructions:

1. Redesign your selected item so we can “close the loop” and reduce waste
2. While doing this, consider the item’s entire life cycle
 - a. How can it be made in a more durable/compostable/non-toxic way? How can it be made in a way which produces fewer waste materials?
 - b. What is your new product made from, and how is it made?
 - c. Can it be reused, repaired, recycled, upcycled, or composted?
3. Take notes! Write the name of your new item on your paper, draw it, and describe your design!
4. Be ready to share your ideas with other groups and the whole class

Activity Wrap-Up

Have the students present their redesigned item to the class. As a class, brainstorm additional strategies for redesigning these and other materials.