



T3 – Home Learning for Creativity





Teaching and Learning Activity



Introduction	<p>This is a home learning activity to support students to look at everyday objects through new eyes and consider how they can be repurposed to create a new product and prolong the life of materials, rather than simply throwing them away. Students work independently and submit items for a recycling exhibition in the school to celebrate creativity and encourage consideration of the importance of sustainability in design and implementation of entrepreneurial challenges.</p>		
Learning Objectives:	<ul style="list-style-type: none"> • To consider multiple uses and adaptations for common objects and materials • To think creatively and sustainably by “upcycling” used products • To develop and test ideas and techniques to change or combine materials. • To explore the potential of reusing materials and minimising waste 		
EntreComp Area	Ideas & Opportunities	Resources	Into Action
EntreComp Competence:	Spotting opportunities Creativity Valuing ideas Ethical and Sustainable Thinking	Self-awareness and self-efficacy Motivation and Perseverance Mobilising Resources	Taking the initiative Learning through experience
Vocabulary	Sustainability Reduce, Reuse, Recycle, Repurpose, Upcycle Resources Product		
Resources required	Plastic bottles, newspapers, bottles, greeting cards, straws, cardboard boxes, food packaging		
Curriculum Links	Citizenship, Science, Design and Technology		
Teacher Notes	<ul style="list-style-type: none"> • Quick creative activities such as “How many things can you make from a paper clip?” can be used to introduce the challenge and get students thinking “outside the box.” • Support questioning and observation – What get used/thrown away in your house? Could you use it in another way? What is it made from? Are there possibilities we are not seeing? • How inclusive is this activity for your student group? Do they have access to basic materials and tools? space and time to work? Family support? Adapt the activity by providing access to resources or time in school day if this allows more students to participate. • Can we sell the products made? What are the advantages/disadvantages? Is there an idea which has the potential to become a student company product of the future? 		