Master of Educational Technology Program

Upcycle Inclusive Makerspace Challenge

Conservation Awareness

Inspired by: Paula Huddy-Zubkowski

Overview of the challenge

This challenge exposes makers to the idea of possibilities of being an agent of change through the process of upcycling.

Materials and Resources Required

a) The Upcycle Challenge Video

b) Upcycling Video

c) Anthropocene Canadian Geographic

d) How a Landfill Works

e) [STEM Lesson- Wearable Jewelry](#)

f) [Anthropoteeny](#)- Can be used with older students

g) [TedTalk- Bye Bye Plastics](#)

h) [National Geographic Plastic or Planet](#)

    i)   [National Geographic Library of Resources](#)
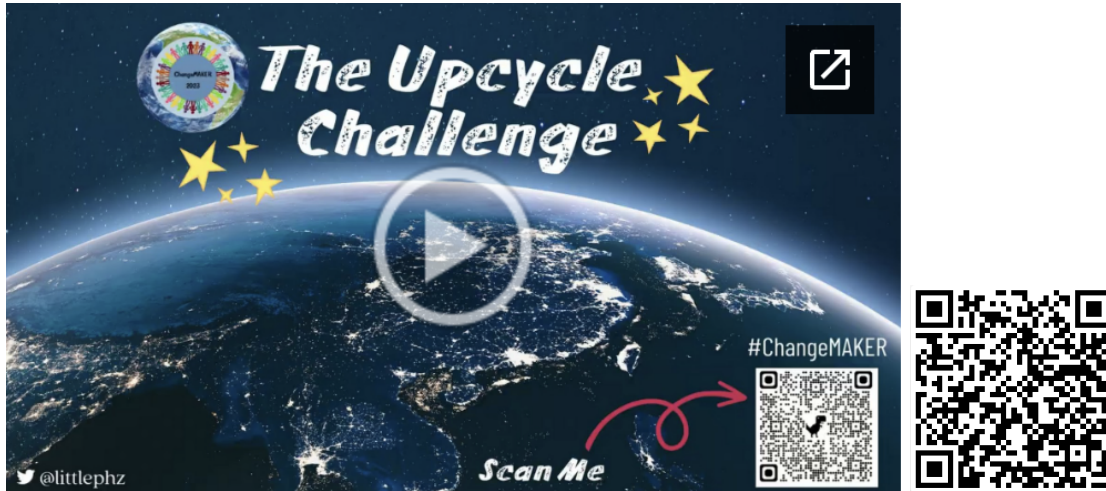

    j)   [ChangeMAKER website](#)

    k)   [Upcycle Winner from 2021](#)

Inclusive Maker Challenge Instructions

Spend the next few minutes examining the links provided in the materials section above. After viewing the content, complete the tasks below.

1. **Watch this video to view a young learner use the design thinking process to explore ideas.**

2. Choose one of the two options below to complete while following the design process

Option 1

Much of what we recycle can be upcycled into new and reusable items. Use your imagination to re-image and redesign old clothes, furniture, or other items at your school or home into something new and useful. How can you create something new from something old?

Option 2

Fabrics are becoming a massive waste in today's world. How can you use materials to design a new item for anyone to use? This could be designing anything.

Read Aloud Book - Ada's Violin


A Link to Fabric Design Examples

Read Aloud Book- Something From Nothing

Be prepared to move your ideations to execution through the design of a prototype and then into the testing phase of your prototype.

3. Use the lesson plan templates (printable design planning sheet and Tinkercad Design Thinking Process- Digital Process) to 'make' from the option you chose above.
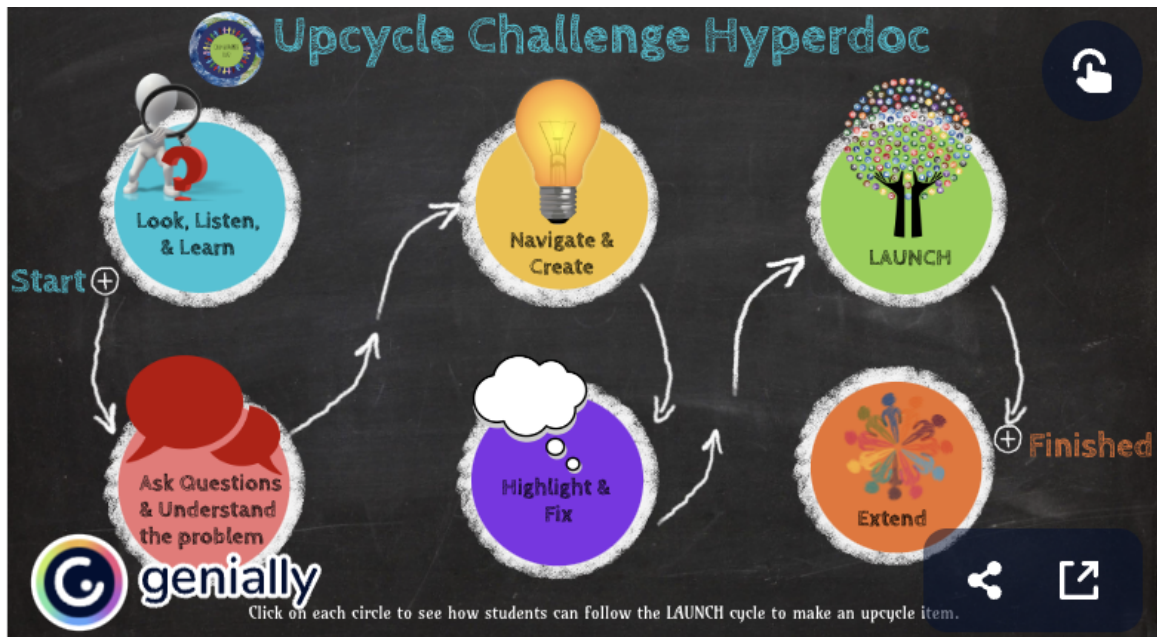
Use this hyperdoc as a teaching tool for your students to access. This can guide your class through the design process. **LINK**

Challenge Objectives

The objective of this challenge is to re-image how you might be able to use materials that are in your school or home to redesign the item.

Critical Questions for Consideration

a) Why is upcycling necessary for a sustainable future?
b) What UN Sustainability goals aligns with the process of upcycling?
c) What are you planning on making and why?
d) What problem(s) are you solving?
e) Why is this a problem?
f) What audience are you making this for?
g) How might this item benefit this audience?
h) What barriers do you foresee having?
i) What is your plan of execution?
j) How might you encourage others in your community to upcycle?
k) How might you showcase this item to a global audience?
l) What are your next steps?

Background/ Additional Information

Fast Fashion and Upcycle Lesson/Unit Plan

Inclusivity Focus

When introducing this topic you will want to introduce themes around reuse, reduce, recycle, sustainability, classism, marginalization, and oppression and how fast fashion industries are making it virtually impossible for locally owned businesses to flourish. These are sensitive topics and you will want to investigate these themes from a sensitive, responsive, and inclusive lens. Please check your own inherent biases in order to create a safe and welcoming learning environment for all of your students to freely express their ideas and sound opinions pertaining to this topic.

No Tech, Low-Tech, High-Tech Options

In this challenge you have the opportunity for students to reflect on items they have at home or in their school that they no longer wear or use to upcycle. You can use glue, sewing machines or devices, or any of following devices for students to design clothing,

- [Moodboard](#).

- [Vogue Runway](#). (This can offer a great extension on how to decolonize fashion and what is considered beauty)- [Dove Campaigns](#)

are a good support for this extension.

- [Canva](#).

- [Sketchbook](#).

- [SwatchOn](#).

Extensions

Please see the list below for extension examples and share your own ideas by tweeting your ideas to #UBCMETmakerchallenge.

1. Investigate the fast fashion industry and design plausible solutions using the upscaling process. Identify charities that might benefit from the design and creation of re-imaged items to donate to your local charity.

2. Using the [Dove Campaigns](#) as your driving force, analyze the fashion industry from an Equity, Diversity, Inclusion, Decolonization, and Anti-racism (EDIDA) lens.

How has beautify come to be such a colonized ideology? How might you redefine beauty? Put on a class fashion show to debunk fashion and beautify from an inclusive lens using all of the redesigned upcycled fashions designed in this Maker challenge.