

INVENTORS OOP

GOALS

- Realizing the use of objects and plastic in our daily life
- Making the kids protagonists by becoming creators and promoters of alternative solutions
- Become aware of the possibility of reducing plastic consumption by making informed choices
- Stimulate creativity and divergent thinking in the search for solutions
- Foster cooperation

WHERE

In the classroom
or at home

TIME

About an hour and a half

TOPIC

Use of plastic in everyday life; discovery
of alternative materials; ethical choices

LEVEL OF PHYSICAL ACTIVITY

Light



BASE CONCEPT

In our daily actions and in every context in which we live every day we use plastic objects, some indispensable, others superfluous. It is possible to realize which objects we can do without or find a more sustainable alternative. It's not about removing plastic from our daily lives but understanding how its impact on the environment can be minimized: eliminating it when superfluous, replacing it with other materials or minimizing it where indispensable. A careful look and conscious and creative choices can lead to a clear change in our habits of consumption and use of plastic, eradicating the idea that it is a material of little importance and starting to consider it as a "precious" material that should not be wasted.



HOW DO YOU DO IT?

FIRST PHASE:

A billboard is prepared, subdivided into areas by context (school, house, park, beach, shops, etc.). The students arrange themselves around the billboard in a circle and are given a few minutes to write, for each area, in a free "brain-storming" way, which are the plastic objects that are most used in that particular context.

Once the time is over, the teacher can analyze what emerged together with the pupils, trying to divide the objects by type and quantity of use (Is it disposable? Is it reusable? How many do we use every day? How many do we throw away?). At this point, the students are asked to reflect on the impact of all these objects (especially those that are used and thrown away every day).

Therefore, students are invited to accept a "mission": to become part of the team of "Inventors oOP", or "IZeroZeroPlastic". The class is divided into small groups, each of which will have to choose one or two objects from those on the billboard (depending on the difficulty of the objects chosen and the number of objects identified previously), on which the team will have to work to invent a plastic-free alternative. If they are elementary school classes, to favor the engagement, it can be envisaged to deliver cardboard "pins/medallions/badges", on which each team will write their name as Inventor oOP.

SECOND PHASE:

Give teams time to come up with alternate items.

Ask the students to prepare a drawing/billboard/poster illustrating and explaining their creations and how they work (how they work or how they can be created, from what material, etc.).

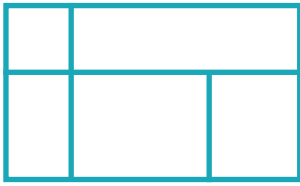
THIRD PHASE:

The various groups present their work to the class. In the end, the class could take on the common commitment to replace some of the objects identified at the beginning with those proposed in the final phase, or with alternatives already existing on the market where possible.





WHAT DO I NEED?



POSTER

Divided into contexts



MARKERS



IF NEEDED,
INVENTORS OOP
PINS

REMEMBER THAT SHARING IS IMPORTANT!

Take a picture to tell us about your experience in class and send us an email at: info@istituto-oikos.org.
Share it on social media with the hashtags: **#LifeBeyondPlastic#PlasticLessSchool!**

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