# PRINTABLE SPEAKER'S NOTES for SESSION 2B: STORIES OF CHANGE - KEEPING PRODUCTS AND MATERIALS IN USE.

# Link to PDF classroom presentation:

http://www.LEGO.com/cdn/cs/sustainability/assets/bltdfb2802686ccc525/Session2B\_Keeping\_resources\_in\_use.pdf

## Italics = suggested speaking script. Standard text = notes to educator.

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#### Welcome back class!

Today we continue our journey into a Future Without Waste, exploring the circular economy and all of the cool things it brings.

This is the second Stories of Change session. To remind you, these are sessions that introduce real world examples and case studies of how others are helping us move towards a A Future Without Waste. It shows us how a move from that straight line you saw last time – take, make, waste – to a circular system is way better for people and planet.

Right, let's get started!

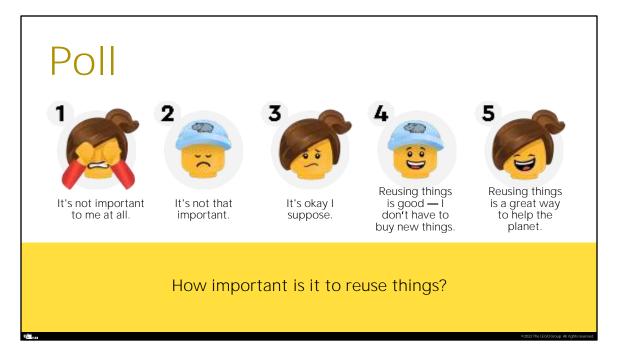


Today's topic is Keeping Resources in Use

If we can keep materials and resources in use for longer, it means we are taking less from the Earth and producing less waste, which is a win for both people and planet!

Before we learn more about this, let's get the class's opinion on a few questions about our topic.

Please note: We have deliberately kept this slide very high level as following slides introduce the topic in more detail, including definitions of some of the key words.



Before we learn more about this, let's get the class's opinion on a few questions about our topic.

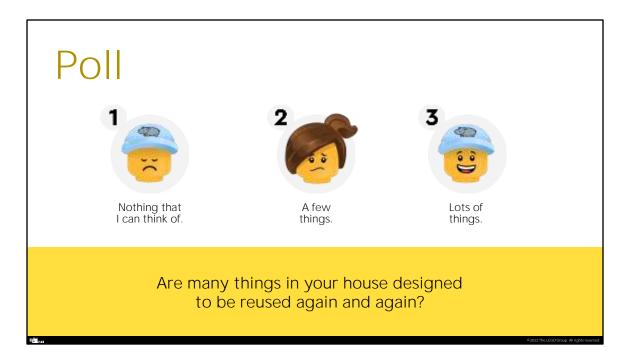
Link to the poll:

http://www.LEGO.com/sustainability/buildthechange/polls/AFWW\_R\_1?CMP=EMC-LCE

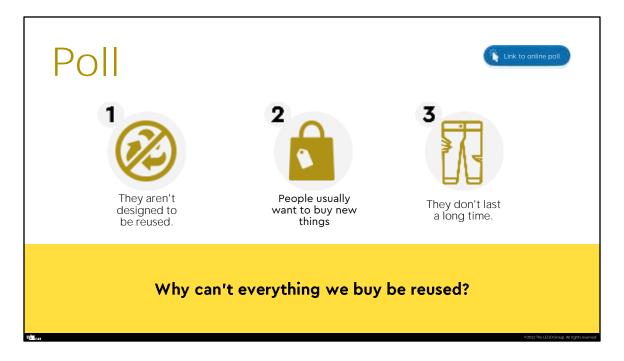
Run through the question then ask the class to choose one number that represents how they feel; ask them to raise their hands when you call out that number.

Count the hands for each answer.

Once you've been through all the answers, enter the one with the most votes, then click through to reflect on how the group's answer compared to classrooms around the world.

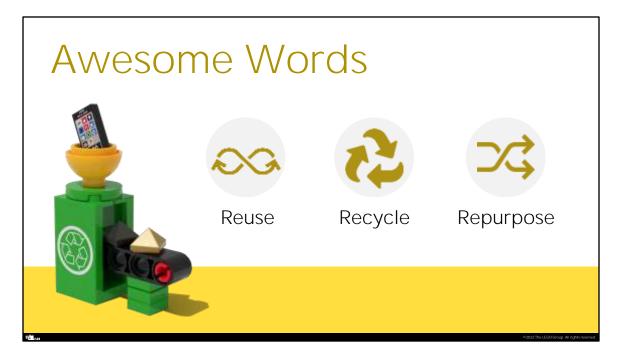


You should be able to click through to this next poll question at the end of the previous one but if you lose it, the direct link is here: http://www.LEGO.com/sustainability/buildthechange/polls/AFWW\_R\_2?CMP=EMC-LCE



You should be able to click through to this next poll question at the end of the previous one but if you lose it, the direct link is here: http://www.LEGO.com/sustainability/buildthechange/polls/AFWW\_R\_3? CMP=EMC-LCE

Enter the answer with the most votes, then click through to reflect on how the group's answer compared to classrooms around the world.



Now it's time to introduce the class to some of the key words from the session.

We introduced some of these words in the first session so use this as an opportunity for the children to recap on meanings.

OK class, you may remember some of these words from a couple sessions ago. Who would like to tell me what each means? There is one new one here too!

Reuse -----

This describes when we take something that has already been used once, and use it again, hopefully many more times.

Reuse means less waste because fewer things are thrown things away. It has less impact on the environment than recycling, which itself uses some energy and creates waste.

It might be using the thing again in the same way OR using it again in a different way: E.g. The juice carton was perfect for holding my juice. Then I reused it as a plant holder for planting seeds.

Recycle -----

Recycling is the action or process of breaking waste down into reusable materials. Does anyone know something that is recycled?

Repurpose -----

This is where something is changed so that it can be used for something else. For example, I can repurpose a juice carton into a plant pot or an old desk into a dining table.



OK, now it's time to learn more about keeping resources in use for longer...

### Play video >>>> http://www.LEGO.com/cdn/cs/sustainability/assets/ bltd3a268443270fbfa/2B\_Keeping\_resources\_in\_use\_EN.mp4

At the end of the video, why not ask them who they would donate un-used LEGO® bricks to if they had the chance?

For more information on LEGO Group's Replay program visit <a href="http://www.LEGO.com/en-us/sustainability/environment/replay/">http://www.LEGO.com/en-us/sustainability/environment/replay/</a>



For this case study, we are travelling all the way to Brazil! Who knows where Brazil is?

#### The Challenge

In 2005, the city of Belo Horizonte recognized that it had a problem with the amount of electronic waste building up, but not enough solutions for recycling and treating this waste. Most of it was heading for landfill. Yikes!

They also noticed that many of the people there lived in very poor conditions and didn't have the digital skills to help them into jobs.

*Electronic waste has loads of really valuable minerals in it, minerals that have a big environmental impact when taken out of the ground. So, the more we can do to reuse them, the better.* 

#### The Solution

The government set up something called the Computer Reconditioning Center to reduce electronic waste and give young people from disadvantaged communities jobs.

People would donate old computer equipment.

Young people working at the center would then repair and repurpose the computers being sent in so that they can then be used to help train more people in digital and computer skills. A win win for all involved.

For more information visit <u>http://ellenmacarthurfoundation.org/circular-examples/</u> tackling-electronic-waste



So let's recap on the benefits...

**Read from slide** 



OK, next up we have the Library of Things.

From hearing and reading this title, what do you think they do?

That's right. It is literally a library of loads of different objects that we sometimes use but might not need to own.

#### The Challenge

When we look at what we have at home, it becomes pretty clear that we don't use everything every day.

In fact, 80% of things at home are used less than once a month. Woah!!!!

We buy things too often which means that more and more resources are being used and the planet suffers.

How can we cut down on what we own?

#### The Solution

Well, the Library of Things has one answer. Why don't we borrow things more?Let's take a ladder...

How often do we need a ladder at home? Not often, right?

What about if, each time we needed one, we just borrowed it from the Library of Things and handed it back we were done. Brilliant.

This will mean less waste as people are buying less and throwing away less. Yay!What could you borrow for your house instead of owning it?

For more information visit http://www.libraryofthings.co.uk/



So let's recap on the benefits...

Read from slide



The children have been through two case studies by this point.

This slide is an opportunity to reflect and take in all of the information they have just heard.

If you are using the printable Build the Change Course Journal (http://www.LEGO.com/cdn/cs/sustainability/assets/blt752a44b5e2497010/ course\_journal\_AFWW\_digital.pdf) ask the children to write down what stood out for them in the case studies, using the box indicated for this session.

If you aren't using the booklet, reflect vocally as a class. Ask the children to share what stood out for them.



**Materials needed:** In line with the theme of repurposing and keeping things in use for longer, we encourage classes to reuse waste materials lying around in school or at home for these activities.

## This activity can also be done with LEGO bricks.

Key things to help with here are:

Ensure the concept of choosing one item to tell the story to is clear.

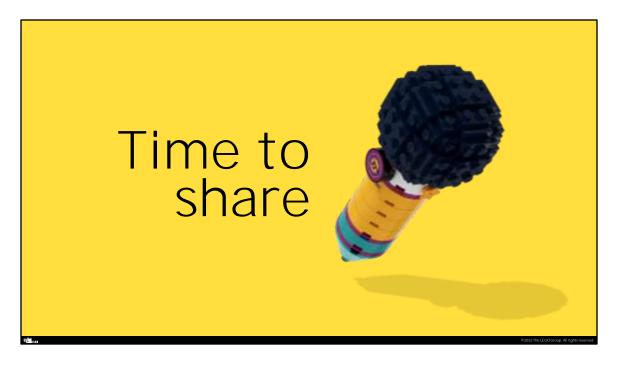
For example, they might choose a spoon that is then taken into their space and repurposed into an arm for a new robot.

We want to get them thinking about objects a little differently (which children do so easily anyway). We want them to see objects as multiple use, just like we need to start doing more in general.

If you like, you can use our printable ideas cards to let children write out an explanation of their idea/creation: <u>http://www.LEGO.com/cdn/cs/sustainability/</u>assets/blt0 5a1a38185a2557e/BtC Idea description card.pdf



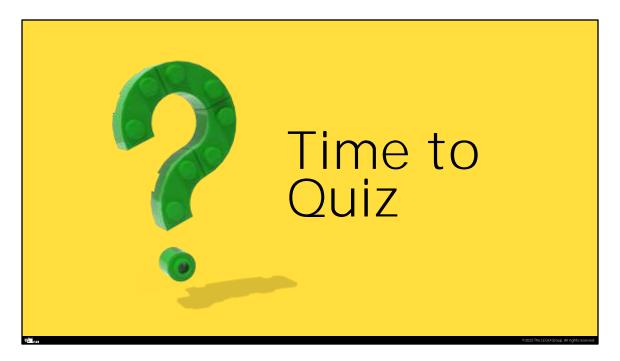
Bring this up once the 5 minutes of "time to create" is up.



Show this slide while you give children a chance to share what they designed.

Once they're done with sharing, get them to gather for a wrap up quiz starting on the next slide...

Teachers: Don't forget to upload photos and descriptions of your kids' ideas to our public galleries on LEGO.com, by scanning the QR code on the last slide of this presentation with your phone camera.



It is the end of the session! Yay!! Well done everyone!

We'll be finishing up with a quick quiz on some of the things we learned today.



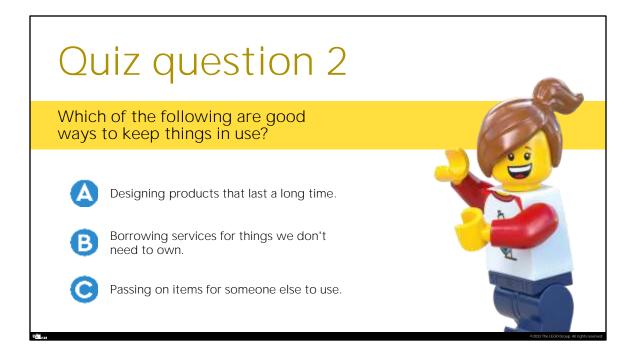
You can have children shout out answers or fill in the quiz answers individually in the optional **Course Journal** 

(http://www.LEGO.com/cdn/cs/sustainability/assets/blt752a44b5e2497010/ course journal AFWW digital.pdf)

Go to the next slide to see the correct answer.



Go to the next slide to see the next answer.











Before we go, here are a few tips on how we can all help the circular economy.

Do you do any of these already?



That's it for this session! Well done to all.

Next time, we will be looking at how regenerating nature can help people and planet. *Exciting!* 

See you there!

# HEY EDUCATORS Upload your kids' awesome ideas!

Don't forget to send photos and descriptions of your class' creations to our A Future Without Waste course gallery on LEGO.com!

Scan the QR code with a phone camera to get started.



**Time to create...** ...a space where people can bring in old things to turn into new things.



Don't forget to upload your kids' creations to our A Future Without Waste gallery on LEGO.com!

Note: you will need to be signed with your LEGOID username and password to upload.

Just scan the QR code above with a phone camera to get started or use this URL: http://www.LEGO.com/sustainability/buildthechange/challenges/AFWW-2B-CHALLENGE/upload?CMP=EMC-LCE