

Overview

Repurpose an old or unused item and share the story of its new life. Explore how creative reuse reduces waste, sparks innovation, and gives everyday objects a second chance.

Learning outcomes

- Understand the value of reuse and upcycling in reducing waste and avoiding new purchases.
- Apply creativity to give new life to discarded materials.
- Reflect on the environmental and social benefits of second-hand items.

Materials

- Old, unused or broken items (e.g., toys, household goods, craft materials, furniture, decor)
- Basic crafting tools or supplies
- Optional: camera for before/after photos or videos

Proof to submit

- Photos of repurposed items, plus short descriptions of their new purpose
- Optional: drawings of upcycled items are valid if students can't physically make them

Activity

Grades K to 6

Students, in groups or individually, repurpose a broken or unused item (e.g., turning a jar into a pencil holder). They share its "before and after" story with the class through a drawing or short explanation.

Grades 7 to 12

Students, in groups or individually, upcycle or repurpose an item (e.g., furniture, decor, electronics) and create a short reflection or visual showing its new use and why reuse matters for sustainability. Alternatively, the class can be assigned the same common object and explore different ways to upcycle or repurpose it.





