

GLADYS' GUIDE TO CREATIVE REUSE

USING **S**CIENCE, **T**ECHNOLOGY, **E**NGINEERING, **A**RT, AND **M**ATH
(STEAM)

PLASTIC PLASTIC EVERYWHERE!

A garbage truck's-worth of plastic ends up in the ocean every minute.

Plastics never go away. Instead, they break down into smaller and smaller pieces, which act as magnets for harmful pollutants.

Only 9% of all plastic waste generated has been recycled. Recycling alone is not enough to solve the plastics crisis. To have an impact, we must **REDUCE** the amount of single-use plastic being produced at the source.

CHEAP & EASY SOLUTIONS:

REDUCE plastics in your daily life, and **RECYCLE** what you can't **REUSE**.

(Don't forget to rinse and sort them first)

Get creative! #CreativeReUse to **REDUCE** your impact!

Use this guide to learn how to become a Creative ReUse Designer!



WWW.REUSEARTS.ORG

THINK LIKE A DESIGNER!

IDENTIFY PROBLEM

How can I use this trash to make something new?

BRAINSTORM

How creative can I be?

DESIGN

Which ideas are really possible with my time, tools, and materials?

BUILD

What tools and materials will I need?
What are some problems I'll have to solve?

TEST & EVALUATE

What type of tests can I do on my product to simulate how it will be used?

REDESIGN

What is my goal?

SHARE SOLUTION

Can others benefit from my design?
What's the best way to share it?

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