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Training
Session

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Design Guidelines
For Circularity

This guide is designed to accompany the teacher during the development of the mini-workshop. We recommend, therefore, that you read it before starting the activity, print out useful templates for the number of students or groups that will participate in the training session, and prepare useful materials.

Have fun!

Design Guidelines
For Circularity

Re-Design Challenge

Time: 2 hours
Working groups: 4-5 people

Objective:
Develop the ability to think about the whole life of the objects we use in our daily lives and lay the foundations for re-designing products/systems in a more sustainable way

Tools:
- Template on the next pages
- Objects of common use : for example a pen, a compass, a clothes peg, a bicycle bell. The important thing is that they contain no electronic parts and that they can be dismantled into at least three parts each!
- Post-it notes, pens and markers
- Cards of the '10 sustainable commandments': (pages 03-06).

Instructions for the teacher:
To develop this activity, it is suggested to ask the students in advance to bring an object of common use (as suggested in the previous point) to class on the day when the Training Session activity will take place.
Make sure you have previously printed templates and the '10 sustainable commandments' cards for each working group.

We recommend that you print the '10 sustainable commandments': (pages 03-06) **front and back mirrored on the long side** | on 250 gram paper (optional).

Split the class into working groups of 4-5 students and start the Re-Design Challenge!

Instructions for students:
01. Analyse the objects chosen by each of you by asking yourself the questions suggested in the '10 sustainable commandments' cards.

If you have different items of the same object (maximum 3) you can compare different characteristics designed for objects with the same function.
◷ You have 20 minutes for this part.

02. During the analysis write down your thoughts in the next template, completing the strengths and weaknesses sections for each objects using the '10 sustainable commandments' cards to find them (you can find the templates at pages 07-09).
◷ You have 20 minutes for this part.

03. Choose only one of the objects: it's better to choose an object with more weaknesses than strengths.
◷ You have 10 minutes for this part.

04. Afterwards, discuss within your group how to re-design the chosen object to make it more sustainable. Write your thoughts in the 'suggestions for implementation' and 'suggestions for changes' (you can find the template on page 10).
• **Implementation:** perfecting something that already exists - but which could be better designed.
• **Changes:** totally change something that does not not work.
◷ You have 20 minutes for this part.

05. With a few lines of drawings, in the brief section (you can find the template on page 11) write/sketch what the redesigned object should look like to be sustainable!
◷ You have 30 minutes for this part.

06. Explain your idea and your project to the rest of the class!
◷ You have 20 minutes for this part.

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SKILLS FOR FUTURE PEOPLE

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Cut out*

* the **'10 sustainable commandments'** along the dotted line and take them with you to the next activity!

01

What | Where | Who

What is the intended use of the product/service? How, when and by whom will it be used?

02

Design for disassembly

How many components does the object consist of? Are these easily disassembled?

03

Single-cycle approach

How can the object be modified to minimise the use of its components and enable easier recycling?

04

Modular approach

How can the various components be re-designed in order to make them replaceable?

05

Value

How can the product be redesigned so that it increases in value over its lifetime and continues to engage the user?

Cut out*

* the '**10 sustainable commandments**' along the dotted line and take them with you to the next activity!

06

Physical durability

Is the product made to last and resist damage due to wear and tear?

07

Emotional longevity

Does the product engage the user and evolve with them in order to create an emotional connection?

08

Participatory design

Are users involved in the product design process - through co-creation strategies, customisation?

09

Customisation

If possible, is the product designed to be updated and customised by the user over time?

10

Transformability

Does the product transform its aesthetics and function in order to meet the user's needs?

Is up to you!

11

_____

_____
_____
_____
_____
_____
_____

Strengths

Object 1:

Weaknesses

Strengths

Object 2:

Weaknesses

Strengths

Object 3:

_____

Weaknesses

Suggestions for implementation

Final Object

Suggestions for changes

Briefing time:
If you need more space you
can use some white paper!