THE DESIGN CYCLE

Designers today face the important task of creating good design that fits into a larger solution of taking care of the earth. Think about all of the objects you own and keep in your homes. All of these things were designed. Sustainable designers consider the whole life of an object and make decisions based on keeping the objects as harmless for the earth as possible while not degrading the integrity of the design.

What happens to the objects you use when you are done using them?

Americans generate trash at an astonishing rate of 4.6 pounds (2.1 kilograms) per day per person, which translates to 251 million tons (228 million metric tons) per year [source: EPA]. This is almost twice as much trash per person as most other major countries. What happens to this trash? Some gets recycled or recovered and some is burned, but the majority is buried in landfills.

Let's see how much you think you know about landfills. Take this online quiz. The answers may really surprise you!
http://news.discovery.com/earth/dnews-ultimate-landfill-quiz.htm

Check out this link: http://landfillart.org/
It contains images of artists who create fine art from materials they find in landfills. This unique medium results in very interesting pieces while communicating an important message.

For this project, you will not be saving the world. You WILL, however be creating a piece of art that will help communicate a very important message to its viewers.

Do you think that many people are aware of what happens to their "stuff" when they are finished using it? How can you encourage people to reduce, reuse, and recycle?

Assignment Steps:

1. Choose one object that you use often, or on a daily basis. Calculate the average time that this object is used in its lifetime, then calculate the quantity of objects that one person goes through in a lifetime. For example, how may toothbrushes does the average person use in their lifetime?
2. Create an icon for that image and prepare an oaktag stencil that is identical for each person. For example, if there are 4 groupd members, each member should have his own stencil.
3. As a class, we will prepare a large piece of paper depicting a landfill.
4. Each student will be responsible for stenciling in a certain amount of their product to reach the average amount used in a lifetime.
5. Each group's contributions will result in a landfill that contains products used in the lifetime of one person.

What is Upcycling?

Upcycling is the process of converting waste materials or useless products into new materials or products of better quality or for better environmental value.

Go to this link to learn more: http://hipcycle.com/what-is-upcycling

What objects that you have thrown out could have been upcycled?
Can you think of a clever idea for an upcycling project of your own?

The Design Cycle Installation class work rubric

	Skills: How well did you use the materials?	Concepts/Ideas: Is your work creative and original?	Effort and Participation: Did you meet your potential?	Studio Partnership: How well did you work in your space?
Exceeds 5 95-100	To receive a 5, the student must determine what is necessary to go "above and beyond" expectations.			
Exemplary 4 90-95	Work shows attention to detail and proper use of materials.	Work shows high level of creativity and original thought. Ideas are clearly illustrated.	Student used all class time to complete project. Student provided original input in class discussions. Student performed to the best of his/her ability.	Student set a high standard to help others and to be responsible for class supplies and materials. Student displayed excellent behavior.
Accomplished 3 80-90	Work shows some attention to detail and/or inconsistent use of materials.	Work shows creativity and original thought. Ideas are illustrated.	Student used some class time and to complete project. Student provided some input in class discussions. Student put in a solid amount of effort.	Student showed responsibility for supplies and materials and displayed good behavior.
Developing 2 70-80	Work shows little attention to detail and/or inconsistent use of materials	Work shows little creativity and some original thought. Ideas are somewhat illustrated.	Student used little class time and to complete project. Student did not participate in class discussions.	Student showed little responsibility for supplies and materials and displayed below average behavior.
Beginning 1 60-70	Work shows no attention to detail and/or improper use of materials.	Work shows no creativity nor original thought. Ideas are not clearly illustrated.	Student did not use class time wisely to complete the project.	Student was unsafe, disruptive and/or showed behavior which had a negative impact on the class studio.