CIRCULAR **C**LASSROOM





GREENLIGHT GREENPAPER

SPRING 2021





The team developed educational materials, educated 80 students at Skyline High School about the circular economy, and launched a Collect the Cap program at Arizona State University.

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The challenge that our Project Partner faced was how to construct a presentation about circular economy that's both interesting and engaging for high school students, while also accommodating the challenges of in-person activities during COVID-19 restrictions. Our team was presented with the opportunity to think outside the box and create a unique means to engage the students. As a result, the presentation was converted to an online format and was successfully interactive and captivating.

Additionally, we had the opportunity to partner with a group of students from Barrett, The Honors College who were focused on increasing knowledge regarding recycling. This allowed us to further our connections on ASU's Tempe Campus and add value to the Circular Classroom team.

Our team had multiple goals this semester to advance the circular economy:

- 1. Presented to **80** students using a variety of online software activities such as Wordle, polls, and videos. The most popular was a game called SUHUPU (Stand Up, Hands Up, Pair Up). Students were given a question and then paired up with someone to briefly discuss the topic together. Our team concluded that we continue SUHUPU in later presentations because it provides students the opportunity to interact and have a mix of viewpoints about the topic.
- **2.** Partnered with Barrett Honors students to create educational materials to share as a part of their Thesis Project. These students were able to share their resources with other students and spread awareness about proper recycling practices and techniques.
- **3.** Re-established the *Collect the Cap* program. Water bottle caps are the material we use to create the filament in our 3D printer and protocycler process.
- **4.** Designed a survey to collect input of how much comprehension students had about recycling and in turn give us feedback on how to deliver quality resources for it.
- **5.** Proudly partnered with the Zero Waste department at ASU. Zero Waste was a wonderful resource and provided a mentor that helped guide the team in the project which helped to ensure that Circular Classroom successfully carried out the project and stayed on track in all aspects of the process.
- **6.** We are proud to announce that our team reached the semi-finals for a grant. Two of the team members (Saigayatri Darira and Julianna Jara) advanced through several rounds and successfully reached the semi-finals.

BENEFITS TO PROJECT PARTNER

- Received a dedicated group to educate about the circular economy, with an exciting visual demonstration of 3D printing
- Potential to expand more on circular economy in class curriculum

BENEFITS TO SOLUTIONEERS

- Educated **80** highschool students
- Expanded the network of GreenLight Solutions Foundation, including adding to our team and forming integral relationships with ASU students
- Provided a pilot audience to test the presentation and gain feedback to further improve the educational materials as well as enhance the quality of the presentation overall

BENEFITS TO THE COMMUNITY

- Educated the leaders of tomorrow about the plastic pollution crisis and its solutions
- Provided tangible steps students could follow to recycle and share with others, hopefully increasing recycling trends within the community
- Raised awareness of GreenLight Solutions Foundation and its vision for the future