



**THE STORY OF YOUR STUFF
PROJECTS GET PEOPLE
THINKING, TALKING AND
MAKING CHANGES.**



LESSON PLAN

Class level: Lesson plan suitable for all secondary levels.

Subjects: Geography, science, CSPE, art, SPHE, Irish and TY subjects such as: environmental science, social science, film studies, environmental studies, sustainability, research skills and digital technology.

Competition deadline: Monday, 8 March 2021.

LESSON OVERVIEW

This lesson challenges students to investigate the life cycle of their everyday 'stuff' – things they use on a daily basis such as toothbrushes, school bags and mobile phones, or an activity such as travel, water use or energy use – and to visually tell the environmental story of their choice through a creative medium, such as video, animation, infographics or photography.

They will be asked to explore the countries of origin of the items they use, to research the raw materials and processes used in their manufacture, associated emissions and to uncover what happens to them when they are no longer of use or needed.

The aim of this lesson, and the competition, is that students, and by extension their wider circle of family and friends, will become more aware of their environment and to encourage them to make everyday choices in their lives that have a positive impact on the planet.

OBJECTIVES

Students will:

- Discover where the items they use come from, or the impact on the environment of their chosen activity e.g. travel, water or energy use.
- Explore the places where the items they choose come from.
- Research raw materials and manufacturing processes (associated emissions) used in the making of their items and the impact of this on the environment.
- Explore how the items get to Ireland (associated emissions).
- Determine the life duration of the item they choose.
- Look at the disposal methods of the item after use.
- Consider the life-cycle of everyday items, the circular economy and the importance of recycling and thinking sustainably.
- Become more aware of the environmental impact of their everyday choices/behaviours.
- Express and explore their creativity, and discover new creative talents.

LEARNING ACTIVITIES

- Ask the students to list the items they use during a typical day, or the various activities they undertake.
- Invite them to choose one item or activity to research and focus on.
- Encourage them to explore how the item is made, what raw materials are used to make it and where it is made (and associated emissions) or, how their chosen activity has an impact on the environment (for example, in terms of the energy it uses or the emissions it produces).
- Examine whether the raw materials used come from renewable or non-renewable resources.
- Research the possible environmental impacts of using these raw materials.
- Research the possible impacts on the environment of transporting the item, or undertaking the activity.
- Evaluate the cost of the item / activity versus the amount of energy and resources required to make / undertake it.
- Discuss how the item is used in everyday life and how long it is used for.
- Consider the options for disposing of the item after use and the impacts of sending waste to landfill versus recycling.
- Discuss more environmentally friendly alternatives to the item and/or what the item could be turned into if it was recycled.
- Discuss what alternatives there are to the chosen activity.
- Encourage students to make one environmentally positive change in their everyday lives.
- Encourage students to demonstrate research best practice by keeping track of the sources of their information and including them in their entry.
- Encourage students to present their 'project in progress' to stimulate discussion, facilitate constructive feedback among classmates, and grow their confidence in speaking about and presenting their ideas.
- Encourage students to choose their artistic medium and prepare their competition entry for **The Story of Your Stuff**.

VISIT WWW.THESTORYOFOURSTUFF.IE
WWW.EPA.IE/IRELANDSENVIRONMENT
WWW.EPA.IE/IRELANDSENVIRONMENT/STATEOFTHEENVIRONMENTREPORT
AND WWW.EPA.IE FOR MORE RESOURCES.





BE PART OF THE
SOLUTION, NOT
THE POLLUTION.
ENTER THE STORY
OF YOUR STUFF.

ASSESSMENT

- Teacher observation and questioning based on the content of the lesson.
- Evidence of research and reference to the facts, information, indicators, consulted in the entry.



LINKING TO CURRICULUM SUBJECTS

Irish

- Engaging with new vocabulary relating to environmental protection, climate action and Ireland's environment.

Geography

- Exploring the countries of origin of the everyday things we use.
- Examining how a particular activity or object may impact the world around us.

CSPE

- Becoming aware of the environmental impact of the consumer choices we make every day.
- Questioning our need for, and use of, certain consumables, or undertaking particular activities.
- Assessing our personal responsibility to make positive environmental choices.

Art

- Using creative mediums such as drawing, photography or digital design to share the life cycle of an object, or the effect of an activity.

Engineering

- Exploring the manufacturing processes behind everyday objects, and their impact on our environment.

RESOURCES

Websites

- www.thestoryofyourstuff.ie
- www.epa.ie/irelandsenvironment
- www.epa.ie/irelandsenvironment/stateoftheenvironmentreport/
- www.epa.ie

Examples of Everyday Items & Activities

- Clothing (check labels for country of origin)
- Toothbrush
- Plastic water bottles / straws
- Aluminium cans
- Hair gel
- Cosmetics
- Travel
- Water / energy use
- Leisure activities / hobbies

Please note: branding and labels which identify the brand of an item featured in an entry must be removed or hidden from products featured in an entry.

Materials & Equipment

- Art materials
- iPad/Smartphone/Computer
- Whiteboard
- Camera



ACT NOW, ENTER NOW

Using the research and learnings from this lesson, invite students to prepare an entry for **The Story of Your Stuff**. The competition gives students the opportunity to use their creative talents to highlight the importance to everyone of safeguarding Ireland's environment. Remember: you must submit the entry on their behalf and ensure parental consent as required by the rules of the competition is in place.