Plastic Pollution To Solution

Engineering Design Notebook



Image from Plastic Pollution Coalition

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The Problem: Ocean Plastic Pollution

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Ocean Plastic Pollution

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| Three | things you LEARNED: |
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Engineering Design Challenge



STEP 1: ASK

How can we make recycling plastic bottles fun and sustainable at our school?

Specifically, how can we design a FUN collection container that makes people WANT to recycle plastic bottles?

Criteria:

- The container must fit over the provided 14-gallon bin.
- It must have at least one opening for the plastic bottles.

Constraints:

- The container must be built using only the provided materials.
- Its dimensions cannot exceed 3-4 feet.

STEP 2: IMAGINE

| Brainstorm different ideas with your pee | rs. Then draw and label one idea below. |
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STEP 3: PLAN

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| <u>Reflect</u> | tion: |
| How w | ill your team's design make it fun for people to recycle plastic bottles? |
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List the materials that you will need to build the final container:

STEP 4: CREATE

Work with your team to build a cardboard prototype of your recycling container using your design plan as a reference. As you build, remember to test your container often to see if it functions correctly. If not, make changes as needed.

| Reflection: |
|---|
| What was the hardest part about building the cardboard prototype? Why? |
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| As you tested the cardboard prototype, what structural changes did you have to make for it to function correctly? |
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| Compare your cardboard prototype to the original design plan. Are they similar or different? Explain your answer. |
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STEP 5: IMPROVE

Work with your team to build and decorate a final, more durable, recycling container using your cardboard prototype as a reference.

| Reflection: |
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| What was the hardest part about building the final container? Why? |
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| Describe how you improved the container from the cardboard prototype. |
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| What further improvements would you make if you had more time or resources? |
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