

# STEAM Education & Leadership Workshops:

## *Lesson Plan: Climate Change Mitigation: Upcycling Plastics into Functional Materials*

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### Age range

12- 16 years old

### Learning Objectives

By the end of this lesson, learners should be able to:

- Explain how plastic production contributes to global greenhouse gas emissions
- Analyze the lifecycle of petroleum-based plastics and quantify their contribution to greenhouse gas emissions during production and incineration.
- Formulate a personal climate action plan based on the "Refuse, Reduce, Reuse" hierarchy
- Design and construct a functional prototype using non-biodegradable waste, applying the Engineering Design Process (EDP).

### Structure of the lesson

- Starter: The teacher leads a brief discussion on climate change using relatable, real-world examples.
- Exploration: Students conduct a "waste audit" to identify common plastic items found within the school environment.
- Concept Introduction: The teacher explains the interconnectedness of climate change, pollution, and the importance of the "Reuse" principle.
- Scientific Background: The Plastic-Climate Connection
- Hands-On Project: Students transform plastic bottles into functional items, such as pen cases and flower vases.
- Presentation: Groups present their designs, explaining their creative process and the utility of their products.
- Reflection: Students commit to one personal action they will take to reduce plastic waste in their daily lives.

### Duration

1 hour: 30 Minutes

### Materials:

- **Substrate:** Cleaned and dried post-consumer plastic bottles (PET #1 is recommended for ease of cutting)
- **Engineering Tools:** Sharp scissors, rulers, markers, and adhesives (craft glue or supervised hot glue guns).
- **Measuring & Marking:** Markers, rulers, and pencils
- **Aesthetics:** Acrylic paint, cardstock, ribbons, or beads.

- **Safety Gear:** Waste collection bins and a first-aid kit for minor cuts.

### Note to Educators

- Connect Local Actions to Global Impact
- Encourage students to look for the "Resin Identification Code" (numbers 1-7 in a triangle) to understand material properties.
- **Safety First:** A safety Officer is recommended to closely supervise the use of sharp tools and high-heat adhesives. This is to mitigate liability and ensure student safety.
- **Functional Creativity:** Ensure the end product is not just "decorated trash" but serves a genuine utility, extending its life cycle and keeping it out of the landfill longer.

## Resources

**Slides:** [Climate Change Mitigation: Upcycling Plastics into Functional Materials](#)

Timing	Facilitator's actions	Students outcomes	Technical notes
0-5 mins	<p><b>The Hook:</b> Present the "Invisible Oil" statistic: Ask, "How much oil is in this bottle?"</p> <p>When discussing the "Hook," ensure students understand that plastics are made from fossil fuels. This is the "missing link" in many students' minds between a bottle and a warming planet.</p>	<p><b>Awareness and Connectedness</b></p> <p><b>Focus:</b> Social awareness, Perspective taking, Global consciousness, environmental literacy and foundational knowledge.</p> <p>Students will analyze the lifecycle of a plastic bottle to understand how plastics are derived from fossil fuels.</p> <p>Students will evaluate the direct connection between physical waste and global fossil fuel consumption.</p>	Use clear, age-appropriate definitions and relatable imagery.

<p>5- 15mins</p>	<p><b>Exploration:</b> Lead a "Waste Audit."</p> <p>Guide students to identify and categorize plastic types found in the local environment.</p> <p>Create a simple table students can use during the 10–20 minute exploration phase to categorize their findings (e.g., Type of Plastic, Resin Code, Current State).</p> <p>Guide Students to share how the waste impacts the environment .</p> <p><i>Please note: educators can conduct a "Desktop Audit" using items already in their backpacks/bins.</i></p>	<p><b>Awareness, and Mastery</b></p> <p><b>Focus:</b> Identification, Social awareness and local environmental observation.</p> <p>Students gain Mastery of local environmental literacy and identification of waste sources.</p> <p>Students categorise plastics into different types common in their school or home environment.</p> <p>Learners define climate change and recognize its impact through real-life examples.</p>	<p>Use clear, age-appropriate definitions and relatable imagery.</p> <p>Supplement with pictures or a short video of local waste sites.</p>
<p>15 -25 mins</p>	<p><b>Concept Introduction:</b></p> <p>Explain the "Reuse" principle. Contrast the energy cost of melting plastic (recycling) vs. repurposing it (upcycling).</p> <p>Provide a simple definition: "<b>Recycling</b> breaks a product down into its raw materials to make something new, while <b>Upcycling</b> takes a product as it is and gives it a higher value or a new function".</p>	<p><b>Mastery, Connectedness and Agency</b></p> <p><b>Focus:</b> Collaboration, Critical thinking and systems mapping.</p> <p>Students describe how reusing plastic reduces carbon emissions and pollution. They give examples of plastics that have been repurposed in their environment.</p> <p>Students understand their role in co-creating solutions to reduce the impact of climate change.</p>	<p>Keep the explanation interactive using Q&amp;A.</p>
<p>25-30 mins</p>	<p><b>Scientific Background</b></p> <p>Most students view plastic as a "litter" problem (choking oceans), but it is also a "climate" problem. Guide Students to understand that:</p> <ul style="list-style-type: none"> <li>• 99% of plastic comes from fossil fuels (oil and gas). The extraction of these fuels releases methane (CH<sub>4</sub>) and Carbon dioxide (CO<sub>2</sub>).</li> <li>• Refining plastic is one of the most carbon-intensive manufacturing processes</li> </ul>	<p><b>Awareness and Agency</b></p> <p>Focus: Foundational Literacy, Problem Solving and Critical Thinking.</p> <p>Students will understand that the "cost" of a plastic bottle isn't just the price paid, but the release of Greenhouse Gases</p> <p>Students will transition from seeing plastic solely as a "solid waste" problem (visual pollution/choking wildlife) to a "gaseous waste" problem</p>	<p>Clarify that upcycling is not a permanent solution.</p>

	in the world.	(atmospheric warming).	
30 -70 mins	<p><b>Hands-On Project:</b></p> <p>Demonstrate how to upcycle bottles.</p> <p>Assign students to groups of 4-5, depending on the class size and encourage each student in a group to participate actively.</p> <p><b>The Challenge:</b> Create a pen case, cutlery holder, or flower vase by transforming waste into valuable resources. Ensure all safety protocols are strictly followed.</p>	<p><b>Mastery, Agency and Connectedness</b></p> <p>Critical thinking, Creative problem-solving, and fine motor skills, and collaboration</p> <p>Students apply creative problem-solving and fine motor skills.</p> <p>Students successfully create a pen case, cutlery holder, or flower vase.</p>	<p><b>Safety First:</b> Closely supervise the use of sharp tools and high-heat adhesives. Ensure to <b>sand down or tape sharp plastic edges</b> to prevent injury.</p>
70-85mins	<p><b>Group presentations</b></p> <p>Facilitate a "Gallery Walk." Groups explain their design process and the utility of their product.</p> <p>Evaluation Rubrics:</p> <ul style="list-style-type: none"> <li>• Durability,</li> <li>• Utility,</li> <li>• Creativity and material efficiency</li> </ul>	<p><b>Wellbeing, Awareness, and Mastery</b></p> <p><b>Focus:</b> Gratitude, self-confidence, accountability.</p> <p>Students build confidence in scientific communication and accountability</p> <p>Learners showcase work and commit to one personal action to reduce waste.</p>	<p>Encourage confidence and concise explanations.</p>
85-90 mins	<p><b>Reflection session.</b></p> <p>Guide students to share one key insight from the session.</p> <p>Encourage each Student to appreciate one person who was helpful during the project.</p>	<p><b>Wellbeing, Mastery and Agency</b></p> <p>Focus: Gratitude, Empathy, Collaboration and global mindedness.</p> <p>Students transition from classroom theory to real-world application by selecting one measurable, personal action to mitigate plastic waste</p> <p>Students recognise the collaborative nature of STEAM projects by identifying and verbalizing the specific contributions of a peer.</p>	<p>To avoid repetitive answers (like "I learned recycling is good"), provide students with "Sentence Starters."</p> <p><i>Example:</i> "I used to think plastic was just litter, but now I realize it is..."</p>

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