

NOUGHTY WASTERS

MAKERSPACE

Bring your school on a visit to our exciting Waste Education Space!



What kind of activities do you offer?



Makerspace Materials

Students are invited to sift through a variety of junk materials and sort them according to their composition: animal, mineral, or fossil fuels. They are challenged to use those same materials to design and construct a road for a small toy car.

Cardboard Creations

Using plentiful amounts of cardboard and clever tools, ākonga are invited to learn more about trees as a resource and use their imagination to create large-scale projects.

Large Loose Parts

In our outdoor green space, learners are presented with a plentiful array of junk items and invited to create their own playground with these materials, actively considering respect for the natural environment.



What activities can you recommend to prepare students for Naughty Wasters?



Activate prior knowledge

Ask: "What do you know about reduce/reuse/recycle? What would you like to know?"

Challenge them

To find out what types of things can be placed into curbside bins at home or school.

Watch a short video

About natural resources, rubbish and/or recycling. Compile a list of questions from students.

What follow up activities can you recommend?

Play a slideshow of photos/videos from the session

Ask the students to share their memories and learning moments verbally or in writing.

Conduct an audit of a common item in the classroom

Make a graph that shows types of materials found: animal, mineral, or fossil fuel. Note which materials are renewable and/or recyclable.

Take action

Ask your students to choose a waste problem that they want to tackle and make it into a class challenge. E.g. Start a class or school-wide initiative to reuse bottle top lids into a colourful art project.

How do these activities link to the NZ Curriculum?

Vision, Principles and Values

Noughty Wasters creates the conditions for ākonga to develop resourcefulness, creativity, and to engage with their community.

Environmental Sustainability

Understanding that litter dropped into the natural environment usually ends up in the sea, compromising the health of our marine ecosystems.

Economic sustainability

Highlighting the difference between renewable and non-renewable resources and increasing students' ability to be informed consumers.

Key Competencies

At Noughty Wasters, learners are invited to be:

- 👁️ Curious problem solvers (Thinking)
- 👥 Work alongside others in groups (Relating to Others)
- 👁️ Actively contribute to sustainability in their community (Participating and Contributing)

Learning Areas (Levels 1, 2, and 3 or Phase 1, 2, and 3)

Technology

- 👁️ **Technological Practice:** Develop a plan that identifies the key stages and the resources required to complete an outcome.
- 👁️ **Technological Knowledge:** Understand that functional models are used to test and evaluate design concepts. Understand that there is a relationship between a material used and its performance properties.
- 👁️ **Nature of Technology:** Understand that technology is purposeful intervention through design. Historical context of technology.

Science

- 👁️ **Physical World:** Explore everyday examples of physical phenomena, such as movement, forces, electricity and magnetism, light, sound, waves and heat. Seek and describe simple patterns in physical phenomena. Identify and describe everyday examples of sources of energy, forms of energy, and energy transformation.
- 👁️ **Material World:** Find out about the uses of common materials and relate these to their observed properties and technological uses.

Social Sciences

- 👁️ Understand how people make decisions about access to and use of resources.



Health and PE

- 👁️ **Personal Health and Safety Management:** Identify risk and use safe practices in a range of contexts.
- 👥 **Relationships with Other People:** Demonstrate respect through sharing and co-operation in groups.
- 👁️ **Community Resources:** Identify and discuss obvious hazards in the local environment and adopt simple safety practices. Take individual and collective action to contribute to environments that can be enjoyed by all.

English

- 👁️ **Understand:** Communication depends on shared codes.
- 👁️ **Know:** Features and structures of language.
- 👁️ **Do:** Connecting through oral storytelling.

Arts

- 👁️ **Visual Arts:** Share the ideas, feelings and stories communicated by their own and others' objects and images.

Maths

- 👁️ **Understand:** Visualisation and application of mathematics.
- 👁️ **Know:** Geometry, exploring and describing objects and space.
- 👁️ **Do:** Connecting mathematics to other learning areas and to a range of contexts.