

C1.02 - Activity Card

Workshop Title / Content Title	Innovative Solutions Hackathon / Reducing Plastic Waste in Communities
Level	C1
Duration	4 hours
Goals	<ul style="list-style-type: none"> • Real-world Application: Address the issue of plastic pollution in communities. • Interdisciplinary Learning: Integrate technology and data-driven approaches in waste management. • Collaborative Problem-Solving: Foster teamwork and brainstorming. • Critical Thinking and Research: Guide research, planning, and development of innovative solutions. • Presentation and Feedback: Provide opportunities for presentation and constructive feedback.
Workshop Outputs	Innovative Solutions: Solutions for reducing plastic waste, promoting recycling, and using biodegradable materials.
	Research Summary: Compilation of research findings on biodegradable materials, recycling, and upcycling.
	Peer and Instructor Feedback: Summary of feedback received during presentations.
	Reflection Summary: Key takeaways on the applicability of solutions in real-world scenarios.
Required Materials	Laptops or Tablets: For research and presentations.
	Whiteboards and Markers: For brainstorming and concept illustration.
	Projector: For presentations.
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Description of Activity	Participants will engage in a 4-hour workshop focusing on reducing plastic waste in communities. Utilizing case studies from The Guardian and BBC articles, the workshop will guide participants through brainstorming, researching, planning, and developing innovative solutions. The workshop will include team activities, mock presentations, final presentations, and peer reviews.
Additional Documents	<ul style="list-style-type: none"> • Digital Guidelines: For brainstorming and solution development. • Evaluation Criteria: Criteria for evaluating team solutions.