



TRASH INVENTION

- A RECYCLING COMPETITION FOR 7TH & 8TH GRADERS

USING THE TIMELINE FOR TRASHformations
sponsored by the Madison County Recycling Program

The goal of this competition is to recycle, reuse and re-engineer everyday materials into new inventions that can actually be used by individuals. An inventor is someone who comes up with a new product, device or idea that helps accomplish a task or makes something easier to do. The students should think of an invention that would make their life easier or help them with a problem or even be something fun to do. When people need things, someone designs or invents them and all people benefit from the invention. Students may also RE-invent something already invented, but using recyclables.

This activity promotes critical thinking skills and creativity by encouraging students to use their imaginations by recycling and reusing resources through the invention of new products. The student might be encouraged to draw or sketch the idea first and then come up with what items to use from recyclables found around the house. Discussions might include inventions that were made by accident such as post-it notes or even the toy "slinky" or silly putty.

Some inventions have been as simple as a old piece of wood with bottle caps nailed to it—a **shoe scrapper** or **wind chimes** made from old fishing line, bottle caps and a lid, a braided **dog leash** out of strips of old jeans, a **purse** made from straws and even a **chess set** made from screws, nuts and bolts. Inventions can include musical instruments and games. There will be **NO LIMIT** on size, but the invention should be self-supporting and able to be carried by one person.

The invention should include: **the name of the invention, the purpose of the invention and a list of the recyclables used.** This information should accompany each invention. A copy of the information cards is included. The judging rubric used for the original TRASHformations will be used at the County level for the inventions. Inventors can be individuals or groups of 2-4, but only 7th and 8th graders.

(taken from Trash to Treasure Intel Competition) <http://pbskids.org/designsquad/contest/index.html>

Suggestions:

Once an idea has been settled on, then build on that idea. Draw on paper and then **SCAMMPER** to find out what you can do:

- **Substitute**—What could you do instead? Can you use another material/process?
- **Combine**—How about a blend of two or more ideas/processes?
- **Adapt**—Can you make it better?
- **Minify**—Can you make it smaller?
- **Magnify**—Can you add something to it?
- **Put to other uses**—How or where else could you use it?
- **Eliminate**—What can I need to get rid of?
- **Reverse**—Will it work backwards?

Card used to label invention for competition

Invention title: _____

Individual or team: _____ Group: 7&8

School name: _____

City: _____

Teacher's name: _____

Additional card in envelope given to coordinator. This card should be done neatly and will be placed on the invention AFTER ribbons are awarded. The public will be looking at these cards.

Invention title: _____

Individual or team: _____ Group: 7&8

School name: _____

City: _____

Student name/names: _____

Teacher's name: _____