**STEAM DESIGN CHALLENGE **

Your challenge is to up-cycle or repurpose an object or objects around your home. Submit your project to Ms. White by **Tuesday May 10 or Thursday May 12.**

**MATERIALS**

* **An old piece of clothing or material you aren't using anymore**. For example: a T-shirt, socks, gloves, pants, tin cans\*, cereal boxes, candy wrappers, etc. Be creative and use materials that you have!
* **Scissors.**If you are cutting thick material, ask an adult to help you.
* **Items for decorating**like stickers, pompoms, buttons, felt, etc.
* **Paper**
* **Drawing material**(pencil, crayons, or markers)
* **Glue**
* **​Fabric markers or paints**

**INSTRUCTIONS**

1. Find an object or objects that you can turn into something new. For example: clothes that no longer fit or might have holes in them. Also you can use recycled items like empty tin cans, yogurt cups, boxes, etc.
2. Think about what useful item you can make out of the object (s). For ideas go to Ms. White’s website. ([www.washlib2013.weebly.com](http://www.washlib2013.weebly.com)) Choose Green It Up.
3. Draw or describe your ideas for how to transform your object(s) and make a plan for the supplies you will need. Use the printable form on the next page.
4. Gather your materials and get to work.
5. Share with classmates and family your finished projects. Describe your process. (Tell what object you started with, what you made and how you will use.

STEAM PROJECT



NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ DATE:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GRADE: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ROOM #: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Students will use an object or objects that they can repurpose or up-cycle to use in a new way. (Projects due by May 12.)

1. What object or objects will you up-cycle or repurpose? (Write the names of the object(s) or draw a picture.)
2. List the materials you will need. (Write your answers.)
3. Name your new object and tell how it will be used. (You can draw a picture, too. Feel free to use the back of the paper.)