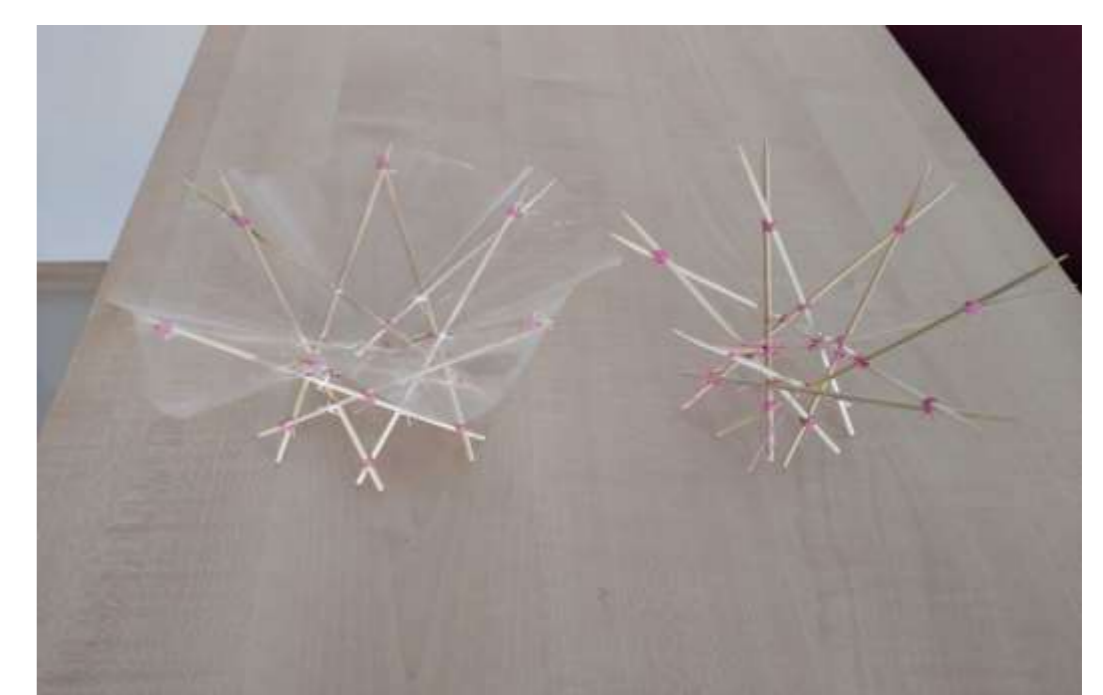
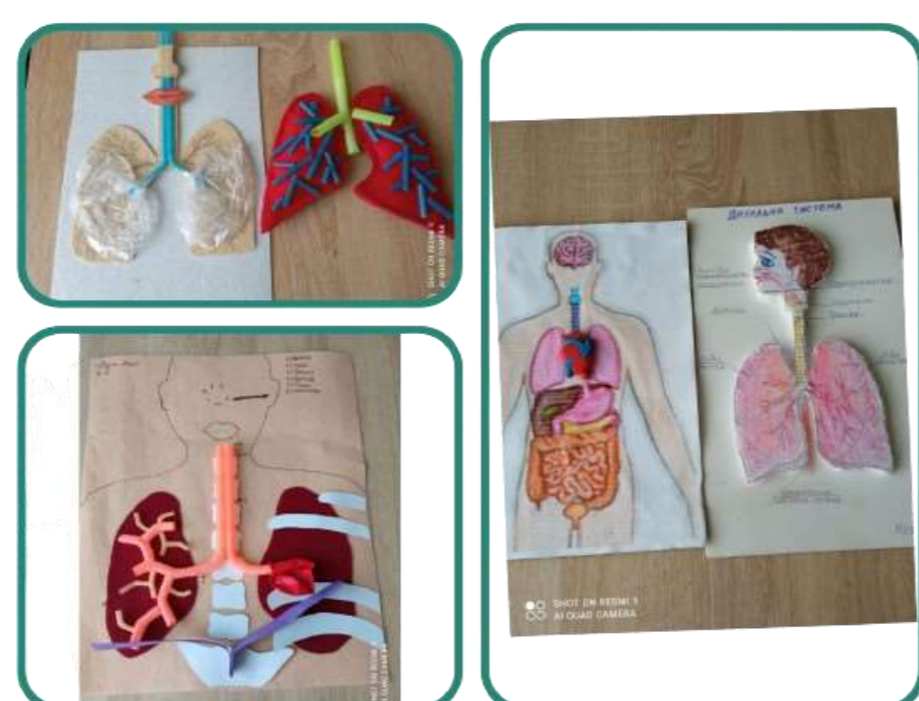


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Transformation of waste into STEAM resources

The main goal of the project is to motivate students to create the simplest structures by their own hands and develop the skills of constructivism, designing uncomplicated models from household waste. For that purpose, detailed instructions and descriptions of the procedure had been developed. It made the process easier to construct samples shown on the poster.

The following things had been made: models of airplanes and rockets with different types of launchers. Some of our mechanisms were launched by batteries and it required the ability to work with simple electrical circuits. The examples are the house lighting and the model of moving car. Some models used water as a power source. Thus, the following models (shown on the poster) were made: models of human organs, digestive and respiratory systems from recycled materials for Biology lessons as well as some moving machineries based on wind and solar energy.



The materials for making models are various scraps that can be easily found. The process of making models takes no more than an hour, which makes it possible to do them at the lessons. The models can be also used in literature, history and art lessons.

Conclusion: The project proposes entertaining learning, our ideas and materials promote the development of pupils' hand – on activities as well as interactive teaching of STEAM subjects.