

After lunch buttons were poured from a jug. A dramatic activity, it challenged participants to reconsider the everyday and enabled an imaginative footing to be re-established. A number of cards then were placed face down on the table in the following categories: obsolete objects; crushed objects; open ended resources; facts and figures; the site. The task was to create an appropriate workshop using the scenarios thrown up randomly from the combination of cards. Once again the participants split into smaller groups.

*I was surprised that a jug of buttons could evolve so much thought!*

Projects created included: 'The Squid of Shame'; a competition at the local shopping centre inviting people to find uses for obsolete objects and the VHS tapes; sorting activities; Recycling Vs Processing.

Finally, following the famous 'iphone project' there was the opportunity to devise a whole project using one only one item drawn from a lucky dip:

- *String to talk about the links between us all and how much we throw away*
- *A roll of brown tape to find things to make out of what cannot be recycled.*
- *A wooden paper potter to make paper pots and talk about planting and move onto creative writing.*

The day included:

- exploring the Re-imagine project run by CCI in 2010
- thinking about individual responses to the MBT and the scale of the challenges involved
- thinking about CCI's ethos of 'hands on learning' and how it works in practice.

To begin there were games with a scrunched ball and the challenge of 'reduce by 50%'. This task involved taking a simple material and trying to reduce its volume. Participants discussed their ambivalence about destruction relative to the issues of processing waste. There was a brief discussion about the importance of destruction in the creative act. The next step was to create small group responses to the problems of recycling using a palette of materials provided.



**Re-Imagine Training  
A Day for Members of  
the Re-Cap Partnership  
Monday 10th January 2011**

Cambridge Curiosity and Imagination



I was surprised that so many different people got excited about working in this way

I think that art work can influence behaviour

I feel enthused with ideas...positive...enabled...confident...tired (thinking!)...excited...enthused...very positive about trying new ideas

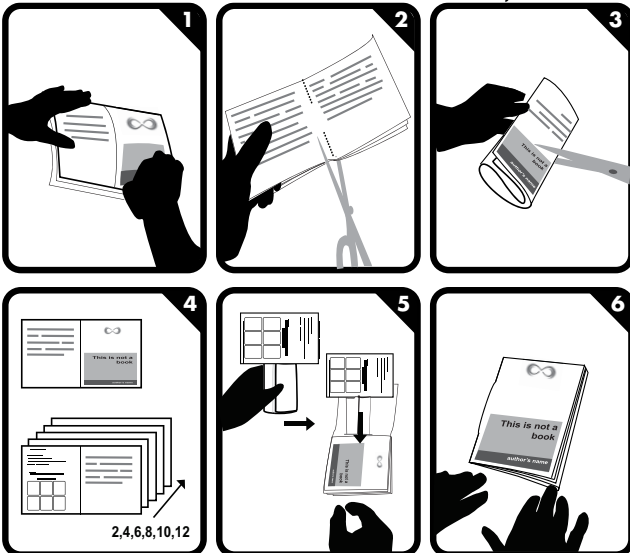
I think using objects to create and think of ideas is refreshing and play is not just for children

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For a film to help make this booklet please go to  
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2,4,6,8,10,12

Contractions and devices made included a machine to 'capture' the VHS tapes so they don't damage the MBT (the taper vapour), an incinerator and a device that shows that beautiful things can come out of the rubbish.



There were three types of 'resources' available:

- *Crushed objects* – salvaged from the MBT
- *Obsolete objects* – objects donated to local charities which they can't sell and have to pay to be taken to the MBT
- *Open-ended resources* – materials from a scrap store which collects remnants and materials destined for landfill from small businesses and manufacturers

- the importance of illustrating what waste looks like/turns into with sample jars
  - a range of simple materials/objects made from recycled household/familiar objects
  - prompts to support the facilitator self-confidence of facilitator materials that have space for lots of interpretation/stories
  - the need to consider health and safety issues carefully
- On the subject of developing a resource, key themes in the comments included:

- *Spanner- a workshop highlighting the importance of repairs and use 'the spanner in the works' as discussion opener for MBT problems.*
- *Crystal ball to generate inter-generational discussion about rubbish now and in future.*

- practical issues such as transportability, cost, replacement/keeping up to date, storage space

Other challenges raised included:

- *Funding,,...it's no good having the kit box if no-one has job to deliver it!*
- *How do we overcome our natural tendency to revert to standard type activities?*
- *Need to make it fun for person delivering as well as the 'audience'*



- There was surprise that So much can be made from so little
  - How much you can convey with such a small pallet of materials
  - How versatile rubbish is...or what appears to be rubbish
  - How you can show complex problems/concepts with simple materials
  - The models were so complex and at the level of abstraction of thought in the time allowed
- Stripping away all preconceptions and starting with objects and play was incredibly useful and valued everyone's input equally
- I was surprised that you could make such involved models/ideas from basic set of materials*

At this stage, reflections focused on ...*the individuality of the work...how few materials were used....how useful the materials seemed...how learning in this way can be practical and fun.....the importance of discussion....that playing is not just for children ... how practical we can be.*

