

KOHL'S
Design
It! Lab

QUARTER THREE

MATERIAL WORLD

step 1
IDEATION

step 2
GRAB YOUR MATERIALS

step 3
MAKE A PROTOTYPE!

VISIT [DISCOVERYWORLD.ORG](https://discoveryworld.org) FOR MORE INFO
USE [#KOHLSDesignITLAB](https://twitter.com/KOHLSDesignITLAB) TO SHARE YOUR PROJECTS!

JULY: MEEPS RECYCLED LAND

AGES 5+
15-20 MINUTES

The Meeps need your help! They are trying to build their village but are low on materials. They need some junior innovators! Design and build a small building on a 5"x5" plot. The catch? You can only use recycled materials.



MAKING A SCALE MODEL

Before an Architect will build their final building, sometimes they make a tiny prototype. Everything is exact except it is scaled down to mini figure size. Our mini figures are the Meeps, so everything must be built to their exact size (two pom poms tall). Make a Meep for reference and use it to test to see if your house works.



WHY 5'X5'?

When you are building in real life, it is important to know how much land you can build on. We set a size limit so you can think of different ways to work within the set amount of space. Just like a real architect!



RECYCLING

TO CONVERT WASTE
INTO USABLE MATERIALS

THE HISTORY OF RECYCLING

After the fall of the Roman Empire (476 CE), materials were harder to come by due to less trade. People started taking Roman ruins and incorporating them into their homes, buildings and art. Materials like stone, metal, cloth, and pottery were incorporated into new buildings all over Europe. Recycling is not a new concept.

There are all sorts of ways modern architects keep recycling in mind. You can use plant waste to make concrete, repurpose bricks from demolished buildings, use recycled plastic polycarbonate in roofing, and even use wood made from old newspapers.



QUESTIONS TO ASK YOURSELF

- What type of materials should I use in my build?
- Is my build to Meep scale?
- If I were to build this to human scale, could I use the same materials?
- What unconventional material could I repurpose in a real-life building?

