

### Recycle and Redesign

Recycle and Redesign is an individual event that recognizes participants who apply recycling and redesign skills learned in Family and Consumer Sciences courses and create a display using samples of their skills. Participants select a used fashion or home item to recycle into a new product. Participants will create a brand new product, not simply embellish an old one. However, participants may use additional materials if needed to redesign and creatively embellish the new product. Finished products are displayed with appropriate props and coordinates. At the event site, participants set up their displays and present the results of their projects to evaluators.

#### **EVENT CATEGORIES**

**Junior:** through grade 9 **Senior:** grades 10–12

See page 29 for more information on event categories.

#### **ELIGIBILITY**

- 1. States may submit one entry in this event.
- 2. Participation is open to any nationally affiliated FCCLA member.
- 3. The Recycle and Redesign project must be planned and prepared by the participant(s) only. Supporting resources are acceptable as long as participants are coordinating their use and resources are cited appropriately verbally and/or in print during the presentation to avoid false credit for unoriginal or non-participant work.

- 4. The project must be developed and completed within a one-year span beginning July 1 and ending June 30 of the school year before the National Leadership Conference.
- 5. Students who are or have been enrolled in Family and Consumer Sciences courses or unit of study are eligible.

# PROCEDURES & TIME REQUIREMENTS

- 1. At the designated time, participants will have 30 minutes to set up their *displays*. Only participants are allowed in the setup area. Other persons may not assist. *Displays* not set up at the designated time will not be allowed to present.
- 2. The oral presentation **should be 5–10** minutes in length. A one-minute warning will be given at 9 minutes. Participants will be stopped at 10 minutes.
- 3. Following the presentation, evaluators will have 5 minutes to interview the participant.
- 4. Evaluators will have 5 minutes to use the rubric to score and write comments for each participant.
- 5. The total time required for this event is approximately 45 minutes including set-up time. Presentation and evaluation time total is 15 minutes.
- 6. To select skill areas for your event, see "Recycle and Redesign Skills Selection Chart."

### Recycle and Redesign Rubric (continued)

#### **GENERAL INFORMATION**

- 1. Participants must bring all necessary supplies and/or equipment. Wall space will not be available.
- 2. Tables and electrical outlets must be requested through the state adviser. Extension cords and power strips are not provided.
- 3. Spectators are not allowed to observe any portion of this event while in progress.
- 4. Scrapbooks, manuals, and photo albums are not allowed in this display event.
- 5. Participants may not carry in for the oral presentation additional *visuals* or *props* that are not already contained within the set *display*. Items within the *display* (handouts, samples, etc.) may be used as in-hand *visuals* during the oral presentation, but must be returned within original display dimensions when done.
- 6. Allowable Presentation Elements.
  Allowed: Audio, Props/Pointers, Visual
  Equipment, Visuals. Not Allowed: Costumes/
  Uniforms, Easel(s), File Folder, Skits.



Specifications



### **Display**

A *display* may be used to document and illustrate the work of one project.

The *display* may be either freestanding or tabletop. Freestanding *displays* should not exceed a space 48" deep by 60" wide by 72" high, including *audiovisual equipment*. Tabletop *displays* should not exceed a space 30" deep by 48" wide by 48" high, including any *audiovisual equipment*. Participants using a tabletop display are allowed a standing mannequin in addition to their table space, however, all other information or *props* outside the *display* will be considered part of the *display* and subject to penalty (tablecloths, storage items, boxes below the table, etc.). *Visuals* or *props* used during the oral presentation of the *display* must be contained within the *dimensions* of the *display*, and movement of the *display* during the presentation must occur within the original *dimensions* only. Scrapbooks, *flip charts, manuals*, and photo albums are not allowed. Each *display* must include a *project identification page* and a *Planning Process* summary page.

Project Identification Page	One 8 <sup>1</sup> / <sub>2</sub> " x 11" page on <i>plain paper</i> , with no <i>graphics</i> or decorations; must include participant's name, chapter name, school, city, state, FCCLA national region, and project title.
FCCLA <i>Planning Process</i> Summary Page	One $8^{1}/2^{1}$ x 11" summary page of how each step of the <i>Planning Process</i> was used to plan and implement the project; use of the <i>Planning Process</i> may also be described in the oral presentation.
Contents of Display	The <i>display</i> <u>must contain</u> coordinates to complement the product, a material profile, cost itemization, time log, and photo storyboard.
	<b>Coordinates:</b> Other garments/accessories that complement the project should be arranged attractively in the display.
	<b>Material Profile:</b> A material profile should be prepared front side only on paper not larger than 11" x 17" and displayed. The material profile will contain a sample of each material used to make the project and all available information about material content and type—construction, finishes, properties, performance, and care.
	<b>Cost itemization:</b> A detailed cost itemization should be prepared front side only on 8½ x 11" paper and displayed. The cost itemization will show a list of all supplies used to make the product with quantities, unit costs, and total costs.
	<b>Time Log:</b> A log of time invested in designing and making the garment/accessory should be prepared front side only on $8^{1/2}$ " x 11" paper and displayed. Total hours should be shown.
	<b>Photo Storyboard:</b> A storyboard of photos telling the story of the project should be prepared front side only on paper not larger than 11" x 17" and displayed.
The display MAY CONTAIN these items, but they are NOT REQUIRED:	<b>Thematic props or decorations:</b> These include, but are not limited to, titles, banners, flowers, balloons, furnishings, fabric drapes, cutouts, and theme-related objects. Elements may be stationary or moveable.
	<b>Audiovisual:</b> Audiovisuals are permitted as long as all parts other than the electrical cord fit within the dimensions of the display area. Audiovisuals are not required.
	<b>Mannequins:</b> Any type of mannequin that will fit within the display size limitations is acceptable, but mannequins are neither required nor provided.
	<i>Note:</i> The display may not contain a live model. The participant may not model the garment/ accessory during the presentation.
	<b>Basic Marketing Plan:</b> The participant may choose to demonstrate the marketability of their product by developing a brief marketing plan. The plan should include, but is not limited to basic marketing elements such as target market information, a product description, pricing options, promotional ideas, and possible places of sale. Information should be presented in the way the participant best sees fit.

### Recycle and Redesign Specifications (continued)

### **Oral Presentation**

The oral presentation <u>should be 5–10</u> minutes in length and is delivered to evaluators. The presentation is to describe efforts in detail.

Organization/Delivery	Deliver oral presentation in an organized, sequential manner; concisely and thoroughly summarize research.
Knowledge of Recycling	Demonstrate knowledge of concepts related to the selected skill areas.
Use of <i>Display</i>	Design original, appealing visuals. use these effectively during the presentation.
Voice	Speak clearly with appropriate pitch, tempo, and volume.
Body Language/Clothing Choice	Use appropriate body language including gestures, posture, mannerisms, eye contact, and appropriate handling of notes or notecards if used.
Grammar/Word Usage/ Pronunciation	Use proper grammar and pronunciation.
Responses to Evaluators' Questions	Provide clear and concise answers to evaluators' questions regarding project.

### **Recycling and Redesign Skills**

Participants are to select a project that showcases their recycling and redesign skills.

Design	The design should exhibit effective form and function.
Workmanship	The product should exhibit high quality workmanship and should be marketable.
Creativity	The design and product should reflect creativity, imagination, and innovation.
Recycling and Redesign Skills	Products will be evaluated on the 8 recycling and redesign skills selected by the participant. See Recycle and Redesign Skills Selection Chart.



# STAR Events Point Summary Form



The Ultimate Leadership Experience	RECYCL	E AND R	REDESIGN	1	*
Name(s) of Participant(s) _					
State	Team #	±	Grou	ıp #	
Category					
DIRECTIONS:					
	ation at top is correct. If a stu e "No Show" across the top ar				
2. Before student preser listed below and fill in	ntation, the room consultants n the boxes.	must check part	icipants' <i>display</i> ι	ising the criteria and stand	ards
	presentation, verify evaluator on. Place this form in front of <b>OT</b> staple.				
	ition in the room, double che		nes, and team nur	mbers to ensure accuracy. S	ort results by
	in to the Lead or Assistant Le Lead or Assistant Lead Cons		e any questions re	egarding the evaluation pro	cess
5. Trease effect with the	Lead of Assistant Lead Cons	ditant ii there are	e uny questions iv	is evaluation pro	cc33.
ROOM CONSULTANT	CHECK				Points
<b>Registration</b> 0 <i>or</i> 5 points	<b>0</b> Did not attend		Attended	5	
<b>Display Set-up</b> 0–1 points	Participants did not set up their display within the allotted time period		Participants set up display during the allotted time period		
<b>Display Dimensions</b> 0–1 points	O  Does not fit within the appropriate dimensions/objects move out of the display during the presentation		The display fits a appropriate dime	<b>1</b> and stays within the ensions	
Project Identification Page 0-2 points	<b>0</b> Project ID page is missing	Project ID page includes incorre		Project ID page is present and completed correctly	
Punctuality 0–1 points	Participant was late for pres	entation	Participant was	1 on time for presentation	
			R00	M CONSULTANT TOTAL (10 points possible)	
<b>EVALUATORS' SCO</b>	RES			, , , ,	
Evaluator 1	Initials	<del></del>	AVERA	<b>GE EVALUATOR SCORE</b> (90 points possible)	
Evaluator 2	Initials			EINAL CCODE	
Evaluator 3	Initials		(Av	FINAL SCORE verage Evaluator Score plus	
Total Score	divided by numb	er of evaluators		Room Consultant Total)	
	= AVERAGE EV	ALUATOR SCOR	E		
RATING ACHIEVED (circle	one) <b>Gold:</b> 90–100	Silver	: 70–89.99	<b>Bronze:</b> 1–69.99	

Evaluator 1 \_\_\_\_\_ Evaluator 2 \_\_\_\_ Evaluator 3 \_\_\_\_ Adult Room Consultant \_\_\_\_ Event Lead Consultant \_\_\_\_

**VERIFICATION OF FINAL SCORE AND RATING (please initial)** 



Rubric



Name(s) of Parti	cipant(s)						
State		Te	eam #		Group # _		
Category							
DISPLAY							Points
FCCLA Planning Process Summary Page 0-5 points	Planning Process summary not provided	Inadequate steps in the Planning Process are presented	All Planning Process steps are presented but not summarized	3 All Planning Process steps are summarized	Evidence that the Planning Process was utilized to pla project	Process is used to	
Selection of Accessories/ Coordinates 0-3 points	<b>0</b> None used	coordina accesso	tugh accessories/ attes used and ries/coordinates from display	<b>2</b> Somewhat comp		3 Well chosen, very complementary	
Material Profile 0-3 points	<b>0</b> No information provid	ded Informat	<b>1</b> ion inadequate	<b>2</b> Most information	n provided	3 Very thorough information	
Cost Itemization 0–3 points	<b>0</b> No cost itemization		1 nissions in itemization irs in calculation	Most items show or two errors in a		3 Completely accurate and thorough	
Time Log 0–1 points	<b>0</b> No time log provided			<b>1</b> Time log provide	ed		
Photo Storyboard 0–3 points	<b>0</b> No storyboard in proj		<b>1</b> photographs and g arrangement	Adequate photogin a clear and log	gical format	3 Appropriate number of photographs, arranged well to tell a story	
<b>Display</b> 0–5 points	O Display not used during presentation	Display has many errors, does not show evidence of originality and is not aesthetically pleasing	visual appeal and lacks originality	3 Display needs some improvement in content and design	4 Display has good word, color, and design choice	<b>5</b> Display is creative, appropriate, and of high quality	
ORAL PRE	SENTATION						
Organization/ Delivery 0-10 points	Presentation is not done or speaks briefly and does not cover compo- nents of the project	1–2 Presentation covers some topic elements	3–4 Presentation covers all topic elements but with minimal information	5–6 Presentation gives complete informa- tion but does not explain the project well	7–8 Presentation cover information completely but does not flow well		
Knowledge of Recycling 0-5 points	Utitle or no evidence of knowledge	1 Minimal evidence of knowledge	Some evidence of knowledge	Knowledge of recycling is evident but not shared in presentation	Knowledge of recycling is evident and shared at times in the presentatio	Knowledge of recycling is evident and incorporated throughout the	
Use of Display During Presentation 0-5 points	<b>0</b> Display is not used during presentation	1 Display is used to limit amount of speaking time	2 Display is used minimally during presentation	3 Display is incorpo- rated throughout presentation	Display is used effectively throug out presentation	5 Presentation moves h- seamlessly between oral presentation and display	
Voice—pitch tempo, volume 0-3 points	<b>0</b> No voice qualities are effectively	e used Voice qu	<b>1</b> vality is adequate	Voice quality is good could improve		3 Voice quality is outstanding and pleasing to listen to	
Body Language/ Clothing Choice 0-3 points	O Body language show ness and unease/ ina clothing	appropriate amount	1 nguage shows minimal of nervousness/ is appropriate	Body language is and clothing is p	professional	3 Body language and clothing choice both enhance the presentation	

### Recycle and Redesign Rubric (continued)

								Points
Grammar/ Word Usage/ Pronunciation 0-3 points	Extensive (more th grammatical and pronunciation erro	and pr	1 (3–5) grammatical onunciation errors	<b>2</b> Few (1–2) gra and pronunci		gran	3 entation has no nmatical or unciation errors	
Responses to Evaluators' Questions 0-5 points	Did not answer evaluators' questions	1 Unable to answer some questions	Responded to all questions, but without ease or accuracy	Responded adequately to all questions	Gave appropr responses to tors' question	evalua-	5 Responses to questions were appropriate and given without hesitation	

DESIGN AND CONSTRUCTION SKILLS					Points
Effectiveness of Product Design 0–3 points	<b>0</b> Both form and function need improvement	<b>1</b> Satisfactory form <i>OR</i> function but not both	<b>2</b> Good form <i>AND</i> function	<b>3</b> Outstanding form <i>AND</i> function	
Overall Quality of Workmanship 0–3 points	<b>0</b> Low quality, not marketable	<b>1</b> Marginal quality of workmanship	<b>2</b> Fair quality, somewhat marketable	<b>3</b> Very good quality, marketable	
Creativity, Imagination, and Innovation 0-3 points	0 No evidence	1 Little evidence	<b>2</b> Some evidence	3 Highly creative, innovative	
Selected Skill Areas 0–24 points		esign Skill Area Rubric for additi 8 selected skill areas to the "Po			

### **Evaluator's Comments:**

TOTAL	
(90 points possible)	







RUCTIONS: Circle the appropriate right. Provide comments on the payement. Verify points total, and entered according to the points: 0–24 and choice of item for recycling the product provative use of recyclables anservation theme or slogan asign of an energy-saving product sign of a product that promotes wironmentalism	rating for each age to help par	ticipants understand	d skills and enter their ratings in their ratings in the column on the c	each rating in the "Points" erms of strengths and area	as for
right. Provide comments on the payement. Verify points total, and enter the payement. Verify points total, and enter the points: 0–24 od choice of item for recycling ore than one recyclable item one product the provided and the product that product sign of an energy-saving product sign of a product that promotes	age to help par er in the Select  0 = Not done  0 = Not done  0 = Not done  0 = Not done	ticipants understand ed Skill Area "Points  1 = Choose Better  1 = Only One Item  1 = Could Use Better  1 = Improve Theme	their ratings in to column on the analysis and the analys	erms of strengths and area Recycle and Redesign Rub  3 = Excellent Choice  3 = Two+ Items  3 = Excellent Use	as for Oric.
od choice of item for recycling ore than one recyclable item one product ovative use of recyclables nservation theme or slogan sign of an energy-saving product sign of a product that promotes	<ul><li>0 = Not done</li><li>0 = Not done</li><li>0 = Not done</li></ul>	<ul><li>1 = Only One Item</li><li>1 = Could Use Better</li><li>1 = Improve Theme</li></ul>	2 = Two Items 2 = Good Use	3 = Two+ Items 3 = Excellent Use	
ore than one recyclable item one product sovative use of recyclables enservation theme or slogan sign of an energy-saving product sign of a product that promotes	<ul><li>0 = Not done</li><li>0 = Not done</li><li>0 = Not done</li></ul>	<ul><li>1 = Only One Item</li><li>1 = Could Use Better</li><li>1 = Improve Theme</li></ul>	2 = Two Items 2 = Good Use	3 = Two+ Items 3 = Excellent Use	
novative use of recyclables nservation theme or slogan sign of an energy-saving product sign of a product that promotes	<ul><li>0 = Not done</li><li>0 = Not done</li></ul>	1 = Could Use Better 1 = Improve Theme	2 = Good Use	3 = Excellent Use	
nservation theme or slogan sign of an energy-saving product sign of a product that promotes	<b>0</b> = Not done	1 = Improve Theme			
sign of an energy-saving product			2 = Good Theme	3 = Excellent Theme	
sign of a product that promotes	<b>0</b> = Not done	1 = Improve Design			
			2 = Good Design	3 = Excellent Quality	
	<b>0</b> = Not done	1 = Improve Design	2 = Good Design	<b>3</b> = Excellent Design	
me of product	<b>0</b> = Not done	1 = Improve Name	2 = Good Name	3 = Excellent Name	
etch of accessory design	<b>0</b> = Not done	1 = Inaccurate Sketch	<b>2</b> = Good Sketch	3 = Excellent Sketch	
aped seams, edges, and/or corners	<b>0</b> = Not done	1 = Improve Quality	<b>2</b> = Good Quality	3 = Excellent Quality	
cket(s)	<b>0</b> = Not done	1 = Improve Quality	<b>2</b> = Good Quality	3 = Excellent Quality	
thers and/or ruffles	<b>0</b> = Not done	1 = Improve Quality	2 = Good Quality	3 = Excellent Quality	
ap, tie, or band	<b>0</b> = Not done	1 = Improve Quality	2 = Good Quality	3 = Excellent Quality	
ing, facing, and/or interfacing	<b>0</b> = Not done	1 = Improve Quality	2 = Good Quality	3 = Excellent Quality	
plication of trims	<b>0</b> = Not done	1 = Improve Quality	2 = Good Quality	3 = Excellent Quality	
e of embellishments	<b>0</b> = Not done	1 = Improve Quality	2 = Good Quality	3 = Excellent Quality	
broidery, hand or machine	<b>0</b> = Not done	1 = Improve Quality	2 = Good Quality	3 = Excellent Quality	
pped fabric or one-way print	<b>0</b> = Not done	1 = Improve Quality	2 = Good Quality	3 = Excellent Quality	
sic Marketing Plan	<b>0</b> = Not done	1 = Improve Quality	2 = Good Quality	3 = Excellent Quality	
a c tt a iii p e lt p s	ped seams, edges, and/or corners ket(s) hers and/or ruffles hp, tie, or band hg, facing, and/or interfacing lication of trims of embellishments broidery, hand or machine hped fabric or one-way print	ped seams, edges, and/or corners  O = Not done  Not done  D = Not done	ped seams, edges, and/or corners  0 = Not done  1 = Improve Quality	ped seams, edges, and/or corners  0 = Not done  1 = Improve Quality  2 = Good Quality  3 = Improve Quality  2 = Good Quality  4 = Improve Quality  5 = Good Quality  6 = Not done  1 = Improve Quality  2 = Good Quality  6 = Not done  1 = Improve Quality  2 = Good Quality  6 = Improve Quality  7 = Improve Quality  8 = Good Quality  9 = Good Quality  1 = Improve Quality  2 = Good Quality  2 = Good Quality  3 = Improve Quality  4 = Improve Quality  5 = Good Quality  6 = Improve Quality  7 = Improve Quality  9 = Good Quality  1 = Improve Quality  2 = Good Quality	ped seams, edges, and/or corners  0 = Not done  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  2 = Good Quality  3 = Excellent Quality  3 = Excellent Quality  2 = Good Quality  3 = Excellent Quality  3 = Excellent Quality  4 = Good Quality  5 = Good Quality  6 = Not done  1 = Improve Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  6 = Rood Quality  7 = Good Quality  8 = Excellent Quality  9 = Good Quality  1 = Improve Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  4 = Good Quality  3 = Excellent Quality  5 = Good Quality  6 = Good Quality  7 = Good Quality  7 = Good Quality  8 = Excellent Quality  9 = Good Quality  9 = Good Quality  1 = Improve Quality  1 = Improve Quality  1 = Improve Quality  1 = Improve Quality  1 = Good Quality  1 = Improve Quality  1 = Good Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  1 = Improve Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  4 = Good Quality  5 = Good Quality  6 = Good Quality  7 = Good Quality  8 = Excellent Quality  9 = Good Quality  1 = Improve Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality  1 = Improve Quality  2 = Good Quality  3 = Excellent Quality









Name of Participant		
State	Team #	Group #

**INSTRUCTIONS:** Each participant's project must represent at least 8 of the skills listed below. Upon check-in at registration, each participant will turn in 1 copy of this page with the 8 skills represented in the project checked. In the event that more than 8 skills are represented in a project, participants should check the eight that best reflect the quality and difficulty of work accomplished. If participants check more than eight skills, the first eight on the list only will be evaluated.

RECYCLED DESIGN
clude in your recycled design a minimum of eight cycling and promotional skills from those listed below:
Good choice of item for recycling
More than one recyclable in one product
Innovative use of recyclables
Conservation theme or slogan
Design of an energy-saving product
Design of a product that promotes environmentalism
Name of product
Sketch of accessory design
Shaped seams, edges, and/or corners
Pocket(s)
Gathers and/or ruffles
Strap, tie, or band
Lining, facing, and/or interfacing
Application of trims
Use of embellishments
Embroidery, hand, or machine
Napped fabric or one-way print
Basic Marketing Plan



# Recycle and Redesign Teaching Tips for Advisers



The Recycle and Redesign Display event is an opportunity to make principles of conservation and environmental sustainability personally relevant to students. As they inventory items in their homes that are no longer serviceable and explore ways to convert these into useful products, they will truly understand the concept of using resources to meet needs.

Set the stage for this eye-opening project by displaying front and center in the class-room a "Treasure Chest" of used clothing, linens, trims, and other recyclables. In advance, print the words Recycle and Redesign on various colors of paper circles. Have each student randomly select a circle and find the person who has the other word (Recycle or Redesign) on the same color paper to serve as their partner. Allow 30 minutes for partners to select one to five items from the chest and sketch a design for a product. Provide sharing time to enjoy the creative ideas that are born.

Follow up by challenging students to go home and collect items and materials that could be used to design recycled products and bring to class. Remind them to look for items that are no longer useful as is, but are made of a material that is still sturdy and durable—e.g., jeans, shirts, tee shirts, jackets, bedspreads, and sheets. Ask them to bring coordinating materials and accessories and a variety of embellishments, then follow event guidelines to construct and display their recycled designs.

Plan to observe Recycle and Redesign Day in your school to showcase students' recycled products. Use a recyclable, such as water bottle caps, to design a mascot for the day. Glue pompons onto bottle caps, add eyes, antennae, felt visors, and other details to create recycle characters to be attached to buttons, badges, or magnet strips. Have students create a slogan for the day, print on small paper rectangles, and attach to toothpicks to create flags for mascots to fly. Hold a contest for the best slogan/mascot design to promote recycling and conservation of resources. Recognize all participants for their contributions to the success of Recycle and Redesign Day.

#### **Career Cluster:**

Arts, A/V Technology & Communications

#### **Cognitive Processes:**

Apply and create

## FACS National Standards:

16.3—Demonstrate apparel and textile design skills.
16.4—Demonstrate skills needed to produce, alter, or repair textile

products and apparel.

#### 21st Century Skills:

Creativity and innovation skills Communication skills Personal productivity

### Types of Knowledge:

Conceptual and procedural

#### **Multiple Intelligences:**

Logical-mathematical Linguistic Spatial