



REGISTRATION-TIME EDGE
CHALLENGES (Circular Economy
Focus)
Short • Sharp • Thought-
provoking





1. The One-Minute "Edge of Waste" Challenge

Question:

Pick any item in your bag.

👉 What is the exact point at which it becomes waste?

Give one idea that could move that edge further away.





2. "Fix or Bin?" Rapid Decision

Show or name an object
(e.g., cracked phone case,
broken zip, pen lid missing).

Learners must answer:

Fix, Repurpose, Share, or
Bin?

What's the edge condition
that makes your choice?





3. The 10-Second Life Extension

Choose an everyday object.

Challenge:

👉 Think of one tiny design change that could make it last 10% longer.

Snappy and surprisingly deep.





4. "Edge of Impossible" Mini Scenario

Prompt:

Tomorrow your town bans single-use plastics overnight.

In 10 seconds:

What is the first thing that breaks?

What is the first thing that improves?





5. Circle or Line?

Name a product (batteries, PE kit, earbuds, trainers).

Learners respond with:

Circle = can loop

Line = ends as waste

Then justify in seven words only.

Forces concise reasoning.





6. The "Unrecyclable 10%"

Guess

Ask:

Which everyday item do you think sits in the hardest-to-recycle 10%, and why?

1 sentence only.





7. "What If It Had to Last 20 Years?"

Pick a favourite product.

In 15 seconds:



Name one feature that would need to change for it to last two decades.





8. Reverse the Rule

Give a standard rule:

"People must buy their own products."

"Everything must look new."

"Repairs must be cheap."

Ask learners:

How would breaking this rule push us to the edge of a circular idea?





9. Edge of Value

Ask:

What item today is
thrown away even
though it still has value?
One example + why.





10. Two Words: One Connection

Pick any two words from the board:

repair – value – waste –
energy – loop – design

Learners explain the
connection in one quick
sentence.





11. The 5-Second Material Swap

Name an object.

Learners suggest a different material that makes it more circular.

E.g., plastic comb → bamboo.





12. Fast “Leak Spot”

Ask:

What is the biggest leak of
resources in the school?
(No explanation—just shout
it out!)

Gets instant insight for
later action.





13. Half-Life Challenge

Describe something that wears out fast (fleece, pen, earphones).

Ask:

Where does half of its usable life disappear?

Poor design? Fast fashion?

Misuse? Materials?





14. "From Waste to Wow" Flash Creativity

Give an item (bottle cap, hair bobble, snack wrapper).
In 15 seconds, turn it into something useful again.





15. The Edge Swap
Ask:
What's one product
that should be shared
rather than owned?
Why is shared use
better at the edge?

