Science4Society Week 14-20th March 2016

Design Competition

Use Your Imagination – Design an Eco-community



This is an opportunity for young people to apply their creativity, curiosity and imagination to design an Eco-community.

The Project

You will be given details of a site for you to plan your eco-community. You will be expected to work on this project in small groups of 4-6 people. These are some of the questions you will need to investigate:

- What is a 'community'?
- What is an 'eco-community'?
- How can homes and buildings fit together on a site to encourage community?
- What sort of house would be an eco-house?
- What materials should be used?
- What makes a well-designed home?
- What forms of energy should be used for heating and electricity?
- How would people travel to and from the community?
- What food would they eat and where would it come from?
- How would the community deal with waste?

Your team will be expected to produce

- 1. A site layout including houses, other buildings and the local environment
- 2. Details of your house design layout and materials
- 3. Information about resources and their supply and disposal, including energy, food and travel
- 4. The most important things you have learned from doing this project

Your Entry

Your entry can be in one of the following formats

- An A4 project folder (no more than 12 pages)
- A slide presentation (no more than 12 slides)
- A short film (no longer than 5 minutes)
- A website (no more than 12 pages)

Entries must be submitted no later than 12th February 2016

There will be three categories of entry

Category 1 England & Wales: Year 5 – Year 6; (Opportunity to contribute to National Curriculum areas in; Science; Mathematics; Design and Technology; Geography; and English – spoken, reading and writing)

Category 2 England & Wales: Year 7 – Year 9; (As well as complementing curriculum areas, participating in the project will demonstrate skills of Communication, Problem Solving, Initiative, Organisation, Team working, Numeracy, and the Ability to learn through reflection)

Category 3 England & Wales: Year 10 - 13 (Participating in the project will demonstrate skills of Communication, Problem Solving, Initiative, Organisation, Team working, Numeracy, and the Ability to learn through reflection)

Schools can submit as many entries as they wish – although they may wish to run their own selection process and submit their own choices.

Judging and Prizes

Entries will be judged on the following criteria

- supplying and using resources sustainably
- encouraging a sense of community

All entrants will be informed of the initial results by 26th February 2016

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For each category there will be up to three finalists who will be invited to a VIP visit for a day to an eco-community in S4S week. During the visit they will have an exclusive tour of the eco-community and discuss their project with a panel of professionals.

Entry Checklist

- Consult the Design Brief and Site details
- o Informal enquiries to janm@sgr.org.uk or call 01524 812073
- Register your interest with us using the registration form and we can support you with your project and entry
- Complete your online entry form when you are ready with your final submission (by 12th February 2016)
- o The work must be the original work of the students