



Project Background: Europe faces a double challenge: (1) environmental: waste generation, depletion of resources, ecological degradation, and (2) social: economic crisis, increasing unemployment, increasingly marked inequalities with some young people at risk of exclusion. ECOSTEP YOUTH provides concrete and innovative solutions through attractive and participatory educational actions, with an environmental objective. The benefits of the project include:

- ✓ Restoring confidence for young people at risk of exclusion with new social and professional perspectives
- ✓ Help them become citizens who are aware and committed to environmental issues.
- ✓ The creative use of waste can rekindle the potential of the disadvantaged youngsters by creating new opportunities.

Ambassador & Team Background:

Shannon Horrigan is studying outventure management at Cholaiste Dhulaigh in Dublin, Ireland. Working as an adventure sports instructor, she witnesses on a daily basis the damaging human impact on the natural world. She believed something needed to be done to address this desperate situation and decided she would like to take part in a project which would raise awareness about environmental issues both at home and across the globe. She started to think about the people she interacts with every day, especially the other people on her course who were involved with the outdoors. She began talking to different people and asking if they would be interested in taking part in the project. She found there was a lot of interest and gathered a team of 4 other participants who all share the same views and concerns about the future of the planet.

On January 24th 2018 the team met with Kevin and Fiona from ReCreate, who went through the project outline, deadlines and requirements. At this point a brief timeline was laid out to the team, deciding when to meet to brainstorm ideas and discuss the project. Wednesday was the designated team day, where participants met weekly to deliberate the concept, process and progress. As all members of the team are in the same class, the Team Name "Team Colaiste Dhulaigh" was formed.

Concept behind the design piece:

The direction the team wanted to take the design concept came from a common trend that each participant had been experiencing through their shared passion for outdoor sports such as hiking, kayaking and rock climbing. While exploring the outdoors, the team have all agreed that there has been a large increase in contamination and pollution around different environments such as waterways, mountains and urban settings. The frustrations experienced by all participants while outdoors, gave a clear direction as to what they wanted to address throughout the design contest. The teams design piece has addressed 4 categories of concern:

- How recycling & reuse can be used to tackle the issue of homelessness.
- How the overproduction & consumption of plastic is now affecting our wildlife.
- The lack of effort by the human race to find new & innovative ways to reuse and recycle plastic.
- The damaging human impact on the natural world.

The group decided that they'd like to create an interactive piece and they would each like to tackle and raise a number of issues as individuals, while at the same time working together to create one cohesive piece. The original inspiration came from the notion of "Leave No Trace" and how long it takes for materials to decompose. This sparked the idea of creating a clock to signify just how long it takes for certain materials to fully decompose.

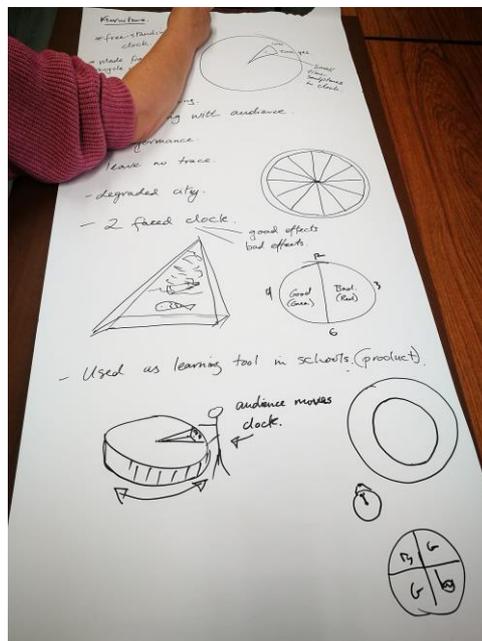


Figure 1. A Team Meeting around the Clock Concept

From an aesthetic point of view, the team started to consider the impact of 12 individual pieces from a visual perspective. The team felt that the piece may be too cluttered and confusing for the viewer of the piece. With this in mind, the decision was made to work on 4 individual pieces that each team member would take full responsibility for. The team began to consider how the piece could be interactive, deciding that it might be interesting to add an element of movement to the piece. This then led to the decision to make a table with a spinning top, naming it Ceithre Cinn. This is the Irish language for a group of 4.

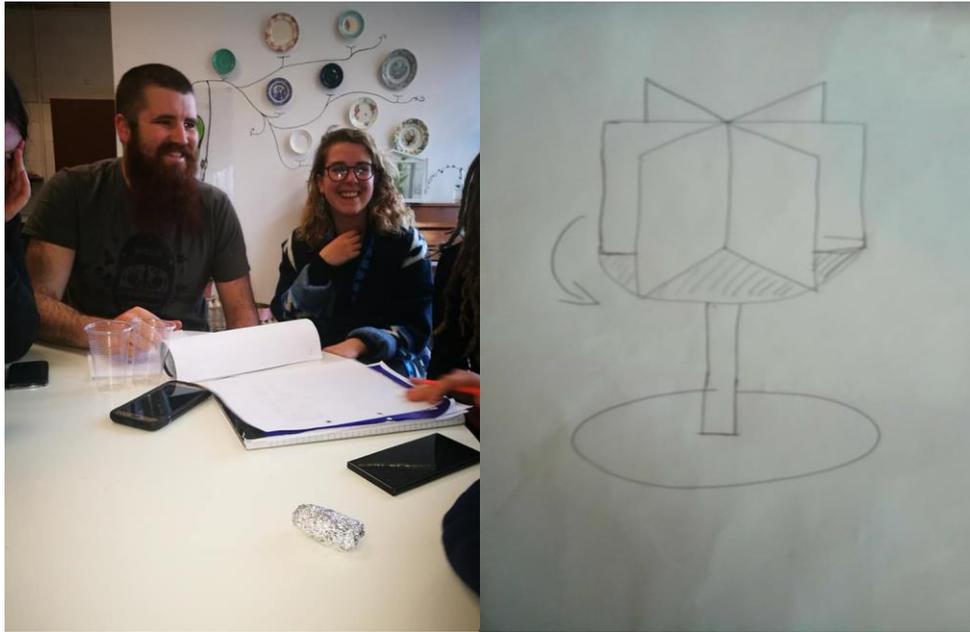


Figure 2. Drawing up a sketch for the table during a team meeting

The Story behind Ceithre Cinn:

The team wanted the base of the table to be the cohesive unit that brings all the other parts together. With all members of the team living in Dublin, they wanted something that connected both the urban environment in which they live, with the beauty of the rural countryside which they have become so accustomed to through their outdoor adventures. The team then thought of what connects these two, and came to the conclusion of contacting Iarnród Eireann, Ireland's national rail network.

Having been granted access to look at what might be available at the rail yard, the team found an old Cable Reel, along with lots more unwanted wood which was the perfect material base for the table top to rest on, and also to build the table top from.



Figure 3. Transforming the Cable reel into Ceithre Cinn



Piece One – Abhaile (Home):

Homelessness is a major issue in Ireland at the moment and is a main topic of discussion amongst the general public. The increasing prices of homes and rents, especially in Dublin, have led to more families being unable to afford the cost of living, and are finding themselves with nowhere to live. This issue was recently declared as a national emergency by the Irish government. The team wanted to address this issue and raise awareness regarding it, while also highlighting how certain materials that are often thrown away in Dublin, can actually be creatively reused to great effect for the building of affordable housing. This idea is already being used in poorer countries around the world, where homes can be built for as little as €280. The idea can be seen by following this link .

Piece Two – Iasc (Fish):

The inspiration for this segment stemmed from the news earlier this year that Scientists in Norway found more than 30 plastic bags and other plastic waste inside the stomach of a whale stranded off the coast. Wardens had put the whale down after realising it wasn't going to live, and had clearly consumed a large amount of non-biodegradable waste. Despite the huge volume of plastic clogging up the whale's stomach, the fact it died from ingesting the waste was "not surprising", said researchers, as the volume of plastic in our seas continues to grow. This also means that the general public are now consuming micro plastics that are being consumed by the fish, which could cause major issues down the line.

Piece Three – Tonn (Wave)

The wave represents the fact that the world is currently drowning in a sea of plastic. As plastics are constantly being created but with no way of completely destroying them, we are seeing an oncoming tide of devastating effects being left behind due to the lack of care and thought being put into proper recycling of materials by the general public. The wave of plastic and concept of being out of our depth surrounding this issue, highlights the promotion of being more innovative around how we use and reuse our plastics after their primary purpose.

Piece Four- Crann (Tree)

The tree is meant to convey that more care is needed by the general public in order to lessen the negative impact that is being made on the environment. The fact that one aluminium can could take up to 500 years to fully break down shows just how important awareness and education around caring for the environment is needed. The problem in today's throwaway culture, is that the public don't realise just how far their waste can travel. The finding of micro plastics in the stomachs of fish tested in the deepest part of the atlantic ocean, shows exactly the extent of the problem. The tree is sculpted using aluminium wire to coincide with the issue of breaking down aluminium. The inspiration for this piece stemmed from reading the following article in [the Irish Times](#)

The Finished Article:

Over the course of 4 months, the team worked together to experiment with processes and materials to arrive at the finished piece, Ceithre Cinn. Each of the 4 sections were brought together and were unified by the construction of the table. Although the team picked 4 topics that were close to them, this design piece can be replicated and used as a display model to highlight other environmental and social issues.

Below are some images of our finished piece:

