

Creative Industries research unit

- Multidisciplinary creative processes, gamification and service design
- Tourism and experience production
- Creative wellbeing economy
- Innovations, start-ups and the entrepreneurial operational environment



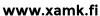


CURL

Circular Economy
teaching for early
childhood education and
primary schools by
creative and design
methods

Tiina Ikkonen South-Eastern Finland University of Applied Sciences EU Design Days Nov 26th 2019

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CURL is for...

- Children to learn new skills, experiment and experience.
- Families to understand circular economy.
- Educators and teachers to implement creative methods in teaching.
- Companies to become more visible and transparent to consumers.









CURL aims to...



- Promote art as a tool to create well-being
- Develop design education for children in South-Eastern Finland
- Develop circular economy learning environments between children, students and organizations.



How to do it? Project plan, elements & expertise











10 groups from kindergartens and primary schools.

Presenting biological and technical cycles, visiting different companies and producers. Analysing visits at classrooms and creating plays together with circular economy experts and creatives.

Building sets, props and costumes with Xamk design students. Playing performances for families and friends.

Photos: Pixabay







Want to co-operate with us? Contact our CURL team:



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Thank You!



