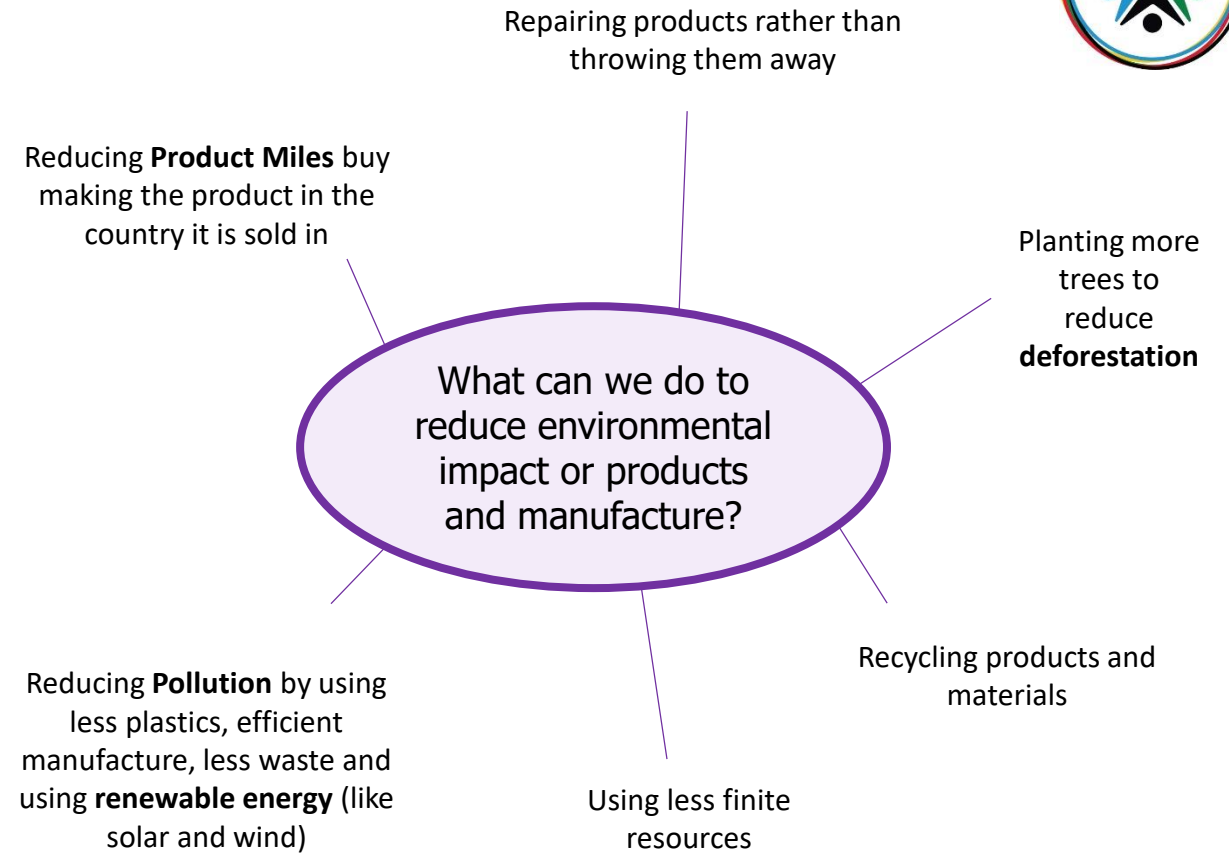




The 6Rs	Meaning
Reuse	To use a product again either for the same purpose or a different one
Reduce	To have less of material/packaging/pollution when making products by making them more efficient
Recycle	Breaking down and forming the material into another product
Refuse	Customers not buying or supporting products that make an environmental impact
Rethink	Designers and customer rethinking their decisions when making and buying products.
Repair	Fixing a product rather than throwing it away. Extending its life rather than using more resources to make another  Often products are <b>Designed for Maintenance</b> so can easily be repaired. E.g. Using screws so even non-specialists can take a product apart, or using components that can easily be replaced like fuses or batteries



### Life Cycle Assessment



This is when a designer looks at the environmental impact a product makes over its life time and how it could be reduced. Including:

- Impact of materials
- Impact of processes
- Product Miles (how far a product has to travel to get from factory to consumer)
- Impact while in use
- Impact when disposed of (6Rs)

**Sustainability** is maintaining our planet and its resources and making a minimal negative impact

<b>Finite Resources</b> <i>Will run out of eventually</i>	<b>Infinite Resources</b> <i>Can be re-grown and re-bred. Will not run out of</i>
Plastics	Paper
Metals	Boards
Polymers (Textiles)	Natural Timbers
	Cotton
	Leather

<b>Planned Obsolescence</b>	This is where products “die” after a certain amount of time. E.g. Disposable cups, Phones, Lightbulbs, Printer Ink, etc This can have a big environmental impact as customers are throwing away lots of products, and resources are being used to create new ones.
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