



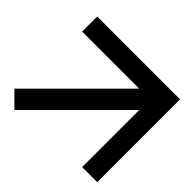
make a guess

Guess the craft
Spot the tech

make a guess

WELCOME TO make-a-guess!

Challenge your knowledge,
discuss and learn together



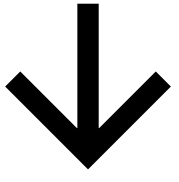
make-a-guess is an educational game developed as part of the **make-a-thek** project.

Through play and conversation, it invites players to explore ideas in craft, fashion, and digital fabrication in an open and accessible way.

Inspired by real-world projects, **make-a-guess** connects game play to open-source resources and Creative Commons-based tutorials, encouraging curiosity and hands-on making beyond the game.

The game encourages learning through brainstorming, skill sharing, and collective discussion. As players progress, they are invited to reflect on what they know, discover new perspectives from others, and assess their own understanding in a supportive, non-competitive environment.

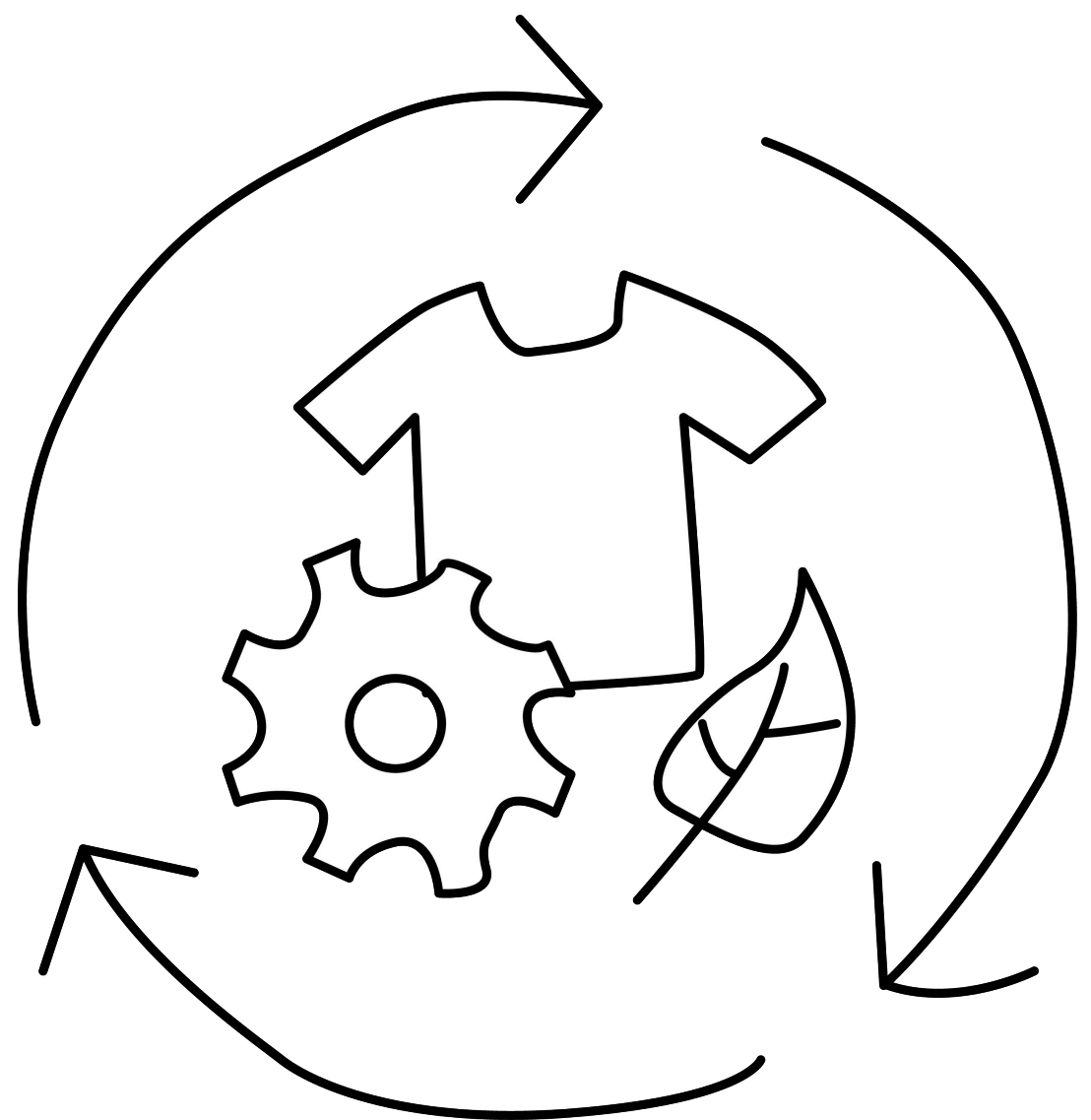
Playable *solo or in teams*, and welcoming to both beginners and experienced makers, **make-a-guess** offers a playful and inclusive way to engage with contemporary craft practices.



SOLO PLAY (SELF-ASSESSMENT)

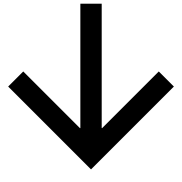
Goal: Fill out all four section of your Tracking Sheets. Reflect on the project on the Project Card and answers the questions of the category cards to see what you learned, then explore new approaches and get ready for your next project!

1. Draw a **PROJECT CARD**: At the start, pick or choose a Project Card from the deck. This is the project you will explore. Important: the card should not be turned over until the end (all answers must come from observation, reasoning, and reflection).
2. **CATEGORY CARDS**: Read the guiding question included in the Category Cards (e.g. MATERIALS). Each card has one question to guide your observations about the project. Repeat until the Tracking Sheet is fully completed.
3. Reflect and record on your **PLAYER TRACKING SHEET**:
 - What You Know: Can you answer the question fully, partially, or not at all? Write it down.
 - Additional Comments: Write down further thoughts, questions, or reflections.
4. Repeat all the Category Cards until the Player Tracking Sheet is complete.
5. The end: Turn the Project Card over. Compare your guesses with the actual project details. What did you already know? What did you discover? Which ideas surprised you? By reflecting on your answers and recording new insights, you complete the self-assessment process and gain a deeper understanding of the project and your own learning.



Learn More: Scan the QR code on the back of the Project Card to learn more how about you can put your new knowledge into practice! Compare your ideas with the information provided and note additional insights, techniques, or methods on your Tracking Sheet.

Tip: Use this process to explore new projects! Connect your reflections to practical learning, try out new techniques firsthand, and experiment with your own project ideas!



GOAL OF THE GAME

The goal of **make-a-guess** is to “guess the craft, spot the tech”: discover the materials, tools, machines, techniques, and processes used in each project by observing, reasoning, and reflecting.

Important: Do not turn the Project Card over until the very end of the game! All insights must come purely from observation and collective discussion.

At the end, flip the card over to see the full project details and scan the QR code to explore step-by-step tutorials. Use the Tracking Sheet to capture what you know, what you’ve learned, and any reflections along the way.

Players learn by:

- **Solo Play (Self-Assessment):** Reflect on your answers to track your knowledge, then consider different approaches and possible solutions.
- **Group Play (Collaborative):** Share observations, discuss ideas, and build on each other’s insights. Keep the game play dynamic and open-ended by answering to the question or unexpected situation.

Game Components

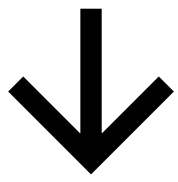
Project Cards: Drawn at the start, this is your main project to explore. The front shows a photo of a completed project. The back features full project details and a QR code linking to step-by-step tutorials. Important: the card should not be turned over, all insights must come from observation, reasoning, and reflection.

Random Trigger Cards: Cards that introduce unexpected questions or creative scenarios to keep the gameplay dynamic, open-ended, and fun. Some include an extra challenge!

Player Tracking Sheet: Distribute one to each player. A personal log for players to record what they know, what they discover, and their reflections along the way.

Category Cards: Each card contains a question designed to guide your observations about the project.

- **Techniques & Processes:** Focus on the methods used to create the project.
- **Machines (Digital Fabrication):** Focus on machines that use electricity (from 3D printers and laser cutters to sewing machines or any powered equipment).
- **Tools (Analogue):** Identify which non-powered, manual tools were used.
- **Materials:** Deduce the materials used in the project.



GROUP PLAY (COLLABORATIVE)

Goal: Complete your Tracking Sheets together by sharing knowledge, brainstorming, and helping each other.

1. Draw a PROJECT CARD: Each player picks one Project Card and places it face-up.

Important: the card should not be turned over until the end (all insights come from observation, reasoning, and discussion.)

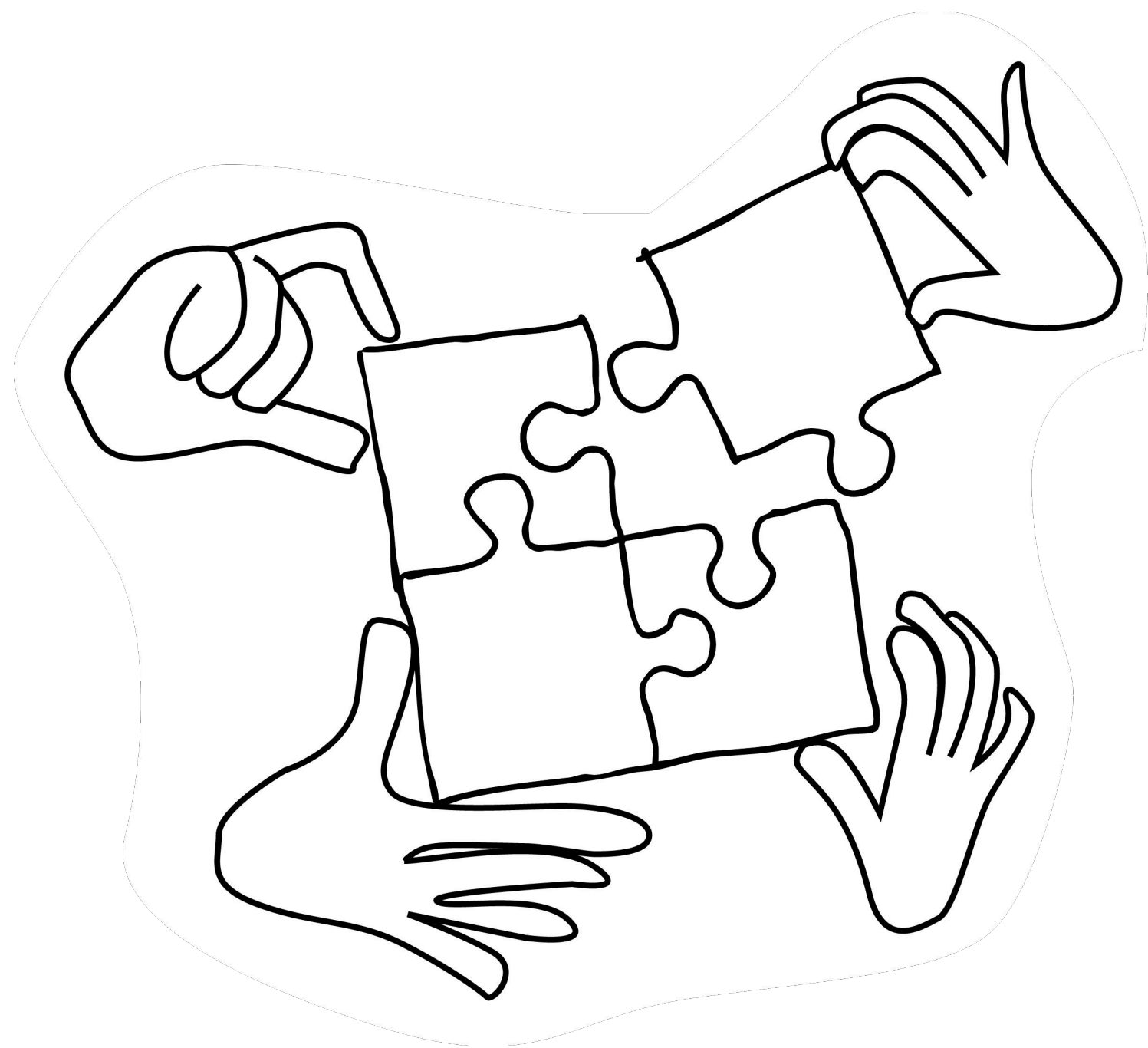
2. Prepare the deck: Start by placing all Category Cards face down. Next, pick at least one Random Trigger Card per player and add them to the pile, giving the entire deck a nice and good shuffle.

3. Players take turns rotating clockwise..

On your turn, randomly pick one face-down card from the deck.

- If it is a **CATEGORY CARD** (e.g., MATERIALS): Read the question aloud. Look closely at your Project Card, then share your thoughts with the group. Other players can add insights or suggest ideas. Record your observations on your Tracking Sheet.
- If it is a **RANDOM TRIGGER CARD**: Read it aloud and follow the instructions. Be creative—there are no wrong answers, though you must attempt any "extra challenges" listed! Keep this card face-up in front of you when you are done..

4. After your turn, shuffle the remaining deck for the next player.



5. Repeat until all players have completed their Player Tracking Sheets.

6. To finish the game all players must help others with discussion, brainstorming, and sharing ideas to complete all Categories on their **PLAYER TRACKING SHEET**.

7. When everyone has completed their Tracking Sheets **turn your project card over**. Take a moment to review answers, share reflections, and discuss what you learned.

Learn More: Scan the QR code on the back of the Project Card to learn more how you can put your new knowledge into practice!

Tip: Use this process to explore new projects together. Turn your reflections into hands-on learning, test new techniques, and try out new project ideas.



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Iaac

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make a guess

Guess the craft
Spot the tech

TECHNIQUES & PROCESSES

Can you describe
which technique you
use, when you use it,
and how?

MACHINES (DIGITAL FABRICATION)

What machines could be part of the making process, and how would you decide which ones to use?

TOOLS (ANALOGUE)

Can you describe the tools involved and how you use them in practice?

MATERIALS

Can you identify which material is used and explain why it is the best choice?



make a guess

RANDOM TRIGGERS

RANDOM TRIGGERS

Explain the project
without using any
technical words.

RANDOM TRIGGERS

Imagine your product must last 10+ years with minimal environmental impact.

Improve one element for long-term durability.

Choose a player, they must keep one hand in the air until both finishes sharing ideas.

RANDOM TRIGGERS

Suddenly, project time is cut in half!

Identify the most critical part of the Project Card and explain how you will prioritize it

Time limit: The player to your left must act your explanation while you share your ideas.

RANDOM TRIGGERS

You accidentally ordered way too much material.

Design a clever way to reuse the surplus so nothing goes to waste.

Time limit: The player in front of you must balance a pen on their head until you find a solution.

RANDOM TRIGGERS

Some of your materials arrived damaged or imperfect.

Think of ways to turn these into advantages.

Time limit: The player to your left must count slowly to 50 while everyone shares ideas.

RANDOM TRIGGERS

The project on your Project Card must be usable by a wider audience.

What changes would make it more accessible?

RANDOM TRIGGERS

The primary material required by the Project Card is now forbidden!

Come up with a funny regulation reason.

Time limit: The tallest player must stand like a tree until you come up with an answer.

RANDOM TRIGGERS

The development of the project on your Project Card cannot be done alone

How will you collaborate or get help to finish this task?

Time limit: You have 20 seconds to convince another player to collaborate with you.

RANDOM TRIGGERS

The project on your Project Card keeps breaking... but the parts are recyclable!

Describe how you would redesign it for durability and circular use.

Time limit: Choose a player to freeze like a statue. You have until they move.

RANDOM TRIGGERS

The project on your Project Card is turned upside-down and surprisingly almost functions.

How would you improve it to work in any position?

RANDOM TRIGGERS

Imagine the project on your Project Card must last 10+ years with minimal environmental impact.

Upgrade one element for long-term durability.

RANDOM TRIGGERS

Choose another player to suggest an alternative approach to the project on that Project Card.

Brainstorm how to combine both ideas.

Time limit: Choose a player, they must keep one hand in the air until both finishes sharing ideas.

RANDOM TRIGGERS

Design for Repair:
Choose one
component of the
Project Card's
project.

Brainstorm how to
make it stronger,
more durable, or
easier to replace.

*Time limit: Until you finish brainstorming, all
players wearing black must hold a thinking pose.*

RANDOM TRIGGERS

Urgent Decision:
Does the project on
your Project Card
prioritize efficiency
or the planet?

Consider the
consequences of
your choice.

*Time limit: Act as a lyric singer while the player to
your right keeps the beat with beatboxing.*

RANDOM TRIGGERS

You must teach the process of your Project Card to another player, but you can only speak in metaphors. Go!

RANDOM TRIGGERS

Tradition vs. Digital
Fabrication

Look at the project
on your Project
Card. Which
method works
best, or are both
used together?

RANDOM TRIGGERS

Have another player choose a community group for the project on your Project Card.

Explain how you will include their suggestions.

RANDOM TRIGGERS

You must pitch a unique element of the project on your Project Card at an event.

Explain your chosen element using a Robot or a Pirate voice!

RANDOM TRIGGERS

An expert suggests an upgrade for the project on your Project Card.

Brainstorm how to balance their new ideas with the original project.
Remember: you are the expert!

Time limit: Choose a person that hold a superhero pose while you come up with solutions, stop when they break the pose.

RANDOM TRIGGERS

Imagine a 6-year-old wants to build the project on your Project Card.

How would you change the project to make it easy for them?

Time limit: The player to your right must slowly count to 30 while you share ideas.

RANDOM TRIGGERS

Choose a victim!
uh, a player, and
make them explain
the project on your
Project Card in 20
seconds or less.

Time limit: The group counts out loud very dramatically from 1 to 20.

RANDOM TRIGGERS

Taboo Challenge:
Explain the project
on your Project
Card without You
cannot use any
technical jargon or
buzz words!

RANDOM TRIGGERS

Look at the project on your Project Card.

Invent the worst safety mistake possible, then say the correct rule!

Time limit: The player in front of you must laugh until brainstorming is done.

PROJECT

Don't turn it over until the end of the game!



LACE LASER CUTTING

Drawing inspiration from traditional lace, once a symbol of wealth and exclusivity, laser cutting and digital fabrication now make its intricate aesthetics accessible to everyone. Laser cutting is a precise technique that uses a focused laser beam to cut or etch materials with fine detail, allowing designers to replicate complex patterns quickly and accurately. This technology bridges craftsmanship and innovation, transforming delicate lace designs into modern, reproducible textiles.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO...	↓
Scissors, needle		Synthetic textile, yarn		Design in vectorial and two-dimensional. Understand materials and their properties for laser cutting.	
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓		
Scissors, needle		Laser cutting and etching, CAD/vector pattern design, Sewing			
→ TIPS: Repurpose Materials: Use second-hand, leftover, or scrap fabrics to minimize waste.					

PROJECT



Don't turn it over until the end of the game!



© Barbara Rakovská



ROOT-BASED MATERIALS

Instead of extracting or manufacturing textiles, this approach grows them: plant roots are guided to weave themselves into fabrics. By providing seeds, a growing medium, and the right conditions, roots form intertwined networks — a living textile grown directly from nature. This method aligns with biodesign principles, emphasising collaboration with natural cycles, sustainability and regenerative material practices.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO...
Molds, trays, or flat panels to guide root growth, Scissors or trimming tools for harvesting root-based fabric when ready.		Grain seeds for root growth, Growing medium or substrate, Support fibers (e.g. raw wool) to integrate root material into textiles/garments, (Optional) Natural dyes, biodegradable coatings, or finishing agents for colouring, stabilizing, or enhancing flexibility.		Design and grow sustainable textiles in collaboration with living plant systems.
MACHINES (DIGITAL FABRICATION)	↓			
CNC-milled molds or panels to guide root growth into defined pattern templates — though historically some root-textile projects used beeswax templates or molded panels.				
		TECHNIQUES AND PROCESSES		
		Root cultivation / “textile farming”, Optional: CAD skills		
→ <i>TIPS: Use waste or by-product natural fibers — for example, waste wool — as substrate or binder for root growth.</i>				

PROJECT



Don't turn it over until the end of the game!



ZERO WASTE PATTERN

Zero-waste pattern design rethinks clothing creation so that every inch of fabric is used. By arranging pattern pieces like puzzle parts — or using draping, modular shapes or whole-garment techniques — it eliminates textile waste at the cutting stage. What is traditionally lost as scraps becomes part of the garment; what was once discarded becomes design. This approach not only reduces environmental impact but also encourages creative, minimalist and sustainable fashion.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO... ↓
Scissors, needle, rulers, pattern paper etc.		(Upcycled) fabrics, yarn Small scraps for modular elements or embellishments		Design clothing patterns and apply zero-waste pattern concepts and use circular-design principles. 
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
PC, sewing machine, Optional: Laser cutter		Zero-waste pattern making (puzzle-like arrangement), Upcycling, sewing		
→ TIPS: Design garments modularly so parts can be reused or remade into new pieces.				

PROJECT



Don't turn it over until the end of the game!



UPCYCLED TOTE BAGS

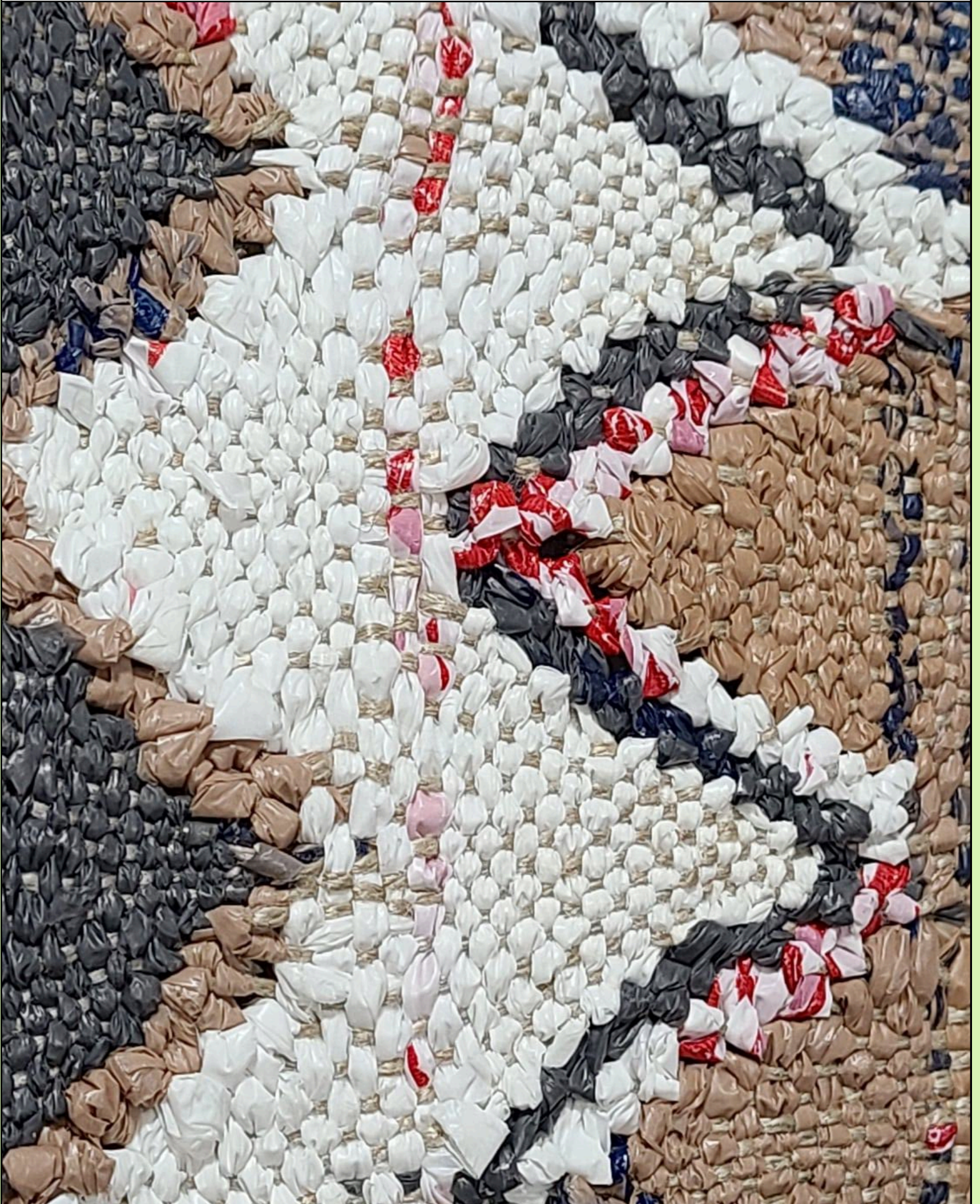
Upcycling transforms discarded or unused materials into new, functional, and creative products. Kuoro Earth repurposes old denim, and leftover t-shirts to create durable and stylish bags. This approach reduces waste, gives materials a second life, and promotes a circular, sustainable approach to everyday fashion.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO... ↓
Scissors, needle, rulers, pattern paper etc.		Upcycled fabrics (old clothes, curtains, leftover textile scraps), yarn. Handles (repurposed leather straps, rope, or fabric). Optional: natural dyes or fabric paints		Upcycle and repurpose materials, sew them into new products, and source sustainable materials. 
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
Sewing machine. Optional: Laser cutters and embroidery machines for precise patterns and details.		Upcycling, Sewing, Patchwork		
→ TIPS: Make pieces that work together - Design parts so they can be taken apart, reused, or mixed in different ways.				

PROJECT



Don't turn it over until the end of the game!



© Warpef Fibers



MAKING PLARN (PLASTIC YARN)

Weaving with upcycled plastic bags adds a new type of texture that you are not going to get when using regular yarn. Plarn transforms single-use plastics into a reusable material, combining sustainability with creative textile exploration. By repurposing waste, this approach reduces landfill impact while enabling innovative textures and forms in textile design.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO... ↓
Scissors, measuring tape, knitting needles or weaving tools		Upcycled soft plastic bags (such as packaging, shopping packets, food bags etc.)		transform plastic bags into reusable yarn, weave them, and create sustainable, textured textiles. 
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
None required.		Knotting and upcycling. Optional: weaving, knitting, crochet		
→ TIPS: Experiment with colors and different textures				

PROJECT



Don't turn it over until the end of the game!



KITCHEN BIOPOLYMERS

Kitchen biopolymers explore how everyday ingredients can become dynamic, biodegradable materials. By using gelatin, starch, agar, or pectin, these food-based polymers can be shaped, molded, or formed into films that respond to temperature, humidity, and handling. What is usually consumed as food becomes a medium for experimentation, learning, and temporary applications. Through heat and biopolymers create a flexible biofilm, positioning cooking as a form of material fabrication. This material questions conventional ideas of durability and performance, proposing bio-based materials defined by process, temporality and context rather than permanence.

TOOLS (ANALOGUE)		MATERIALS		LEARN HOW TO... ↓
Cooking pot, Stirring tools, scale, flats mold.		Agar-agar, Gelatine, Glycerine, Water. (Optional) natural pigments, fibers or residues.		Turn everyday ingredients into moldable, biodegradable materials and experiment with flexible food-based films. 
MACHINES (DIGITAL FABRICATION)		TECHNIQUES AND PROCESSES		
None required. (Optional: laser cutter for post-processing once dried).		Cooking, casting and drying.		
→ TIPS: Treat the process like cooking: small changes in heat or timing strongly affect the outcome.				

PROJECT

Don't turn it over until the end of the game!



GELATIN BIOJELLY

Gelatine Biojelly uses gelatine to create a soft, translucent material through heating and cooling. The material can be shaped easily and changes with temperature and humidity, showing how materials can respond to their environment. This makes it suitable for temporary applications, experimentation and learning about material behaviour.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO... ↓
Pot, stirring tools, measuring tools, molds or flat surfaces for casting.		Gelatine, water, glycerine. (Optional) natural colorants or additives		Experiment with gelatin-based materials. 
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
None required. (Optional: laser cutter for post-processing once dried).		Plasticising with glycerine, casting and cooling, drying and rehydration tests.		
→ TIPS: Small changes in gelatine concentration strongly affect firmness and elasticity.				

PROJECT



Don't turn it over until the end of the game!



PLANT-BASED COMPOSITES

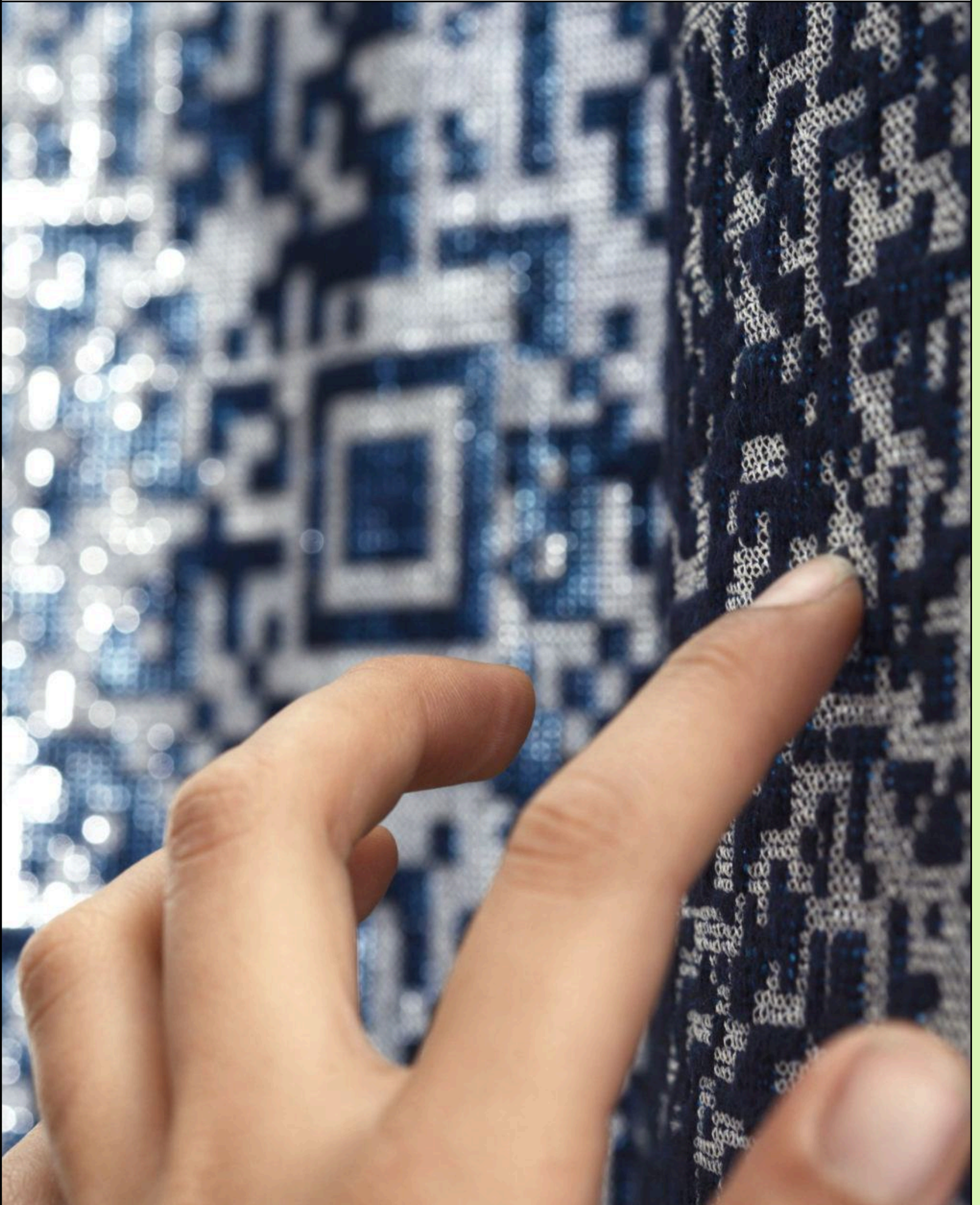
Plant-Based Composites explore how natural materials like starches, fibers, and agricultural or wood waste can be transformed into moldable and biodegradable objects. By combining a natural binder with organic fillers, these composites can be shaped into functional forms using simple processes such as pressing or molding. This approach supports circular economy, local fabrication, and low-toxicity alternatives, proposing sustainable solutions for everyday objects.

TOOLS (ANALOGUE)		↓		MATERIALS		↓	
Pot, stove, stirring utensil, mold or container, baking paper. (Optional) Iron.				Corn starch, sawdust, water, glycerine, vinegar			
MACHINES (DIGITAL FABRICATION)		↓		TECHNIQUES AND PROCESSES		↓	
None required.				Cooking starch-based glue, hand molding and pressing.			
→		TIPS: Control the cooking time to avoid burning or over-thickening the starch glue.					
LEARN HOW TO...				↓			
Fabricate plant-based composites using low-tech methods							

PROJECT



Don't turn it over until the end of the game!



TEXTILE CODING

Textile coding rethinks fabric as a carrier of digital information. By translating QR codes into tactile patterns stitched or printed on textiles, Undercoding turns cloth into a readable interface. What is usually visual and intangible becomes physical and tangible; what is normally functional only on screens becomes an interactive textile. This approach not only explores the intersection of digital and material design but also encourages experimentation, craft, and new ways of communicating information through touch and form.

TOOLS (ANALOGUE)		MATERIALS		LEARN HOW TO... ↓
Embroidery needles, loop		Fabric, embroidery threads, screenprinting ink, transfer paper		Experiment with textiles to encode digital information into tactile, interactive designs. 
MACHINES (DIGITAL FABRICATION)		TECHNIQUES AND PROCESSES		
PC, QR converter Optional: Digital embroidery machine		Converting QR code data into physical pattern, embroidery		
→ TIPS: Source upcycle textile, remix and adapt your code				

PROJECT



Don't turn it over until the end of the game!



3D CLAY PRINTING

3D clay printing rethinks ceramic making through additive, layer-by-layer fabrication. Guided by digital models, it shapes complex, porous forms with minimal waste, placing material only where it is needed. What is traditionally a simple material becomes an efficient, precise, and sustainable system. This approach not only reduces waste and expands the potential of ceramic forms but also merges technology, craft, and ecological innovation.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO... ↓
Clay preparation tools (mixing bowls, spatulas, sieves)		Natural clay mixed with organic material (e.g., sawdust or similar biomass),		3D model and print clay. 
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
3D clay printer		3D printing, generative design		
→ TIPS: Choose materials biodegradable or reusable from nearby sources reduces transportation emissions, supports local economies.				

PROJECT



Don't turn it over until the end of the game!



© Suay Los Angeles



COMMUNITY DYE BATH

The Community Dye Bath rethinks garment care as a collective, circular practice. By pooling stained, faded, or worn clothing into a shared dye bath, garments that would otherwise be discarded are transformed into renewed, wearable pieces. This water-efficient, communal process prioritizes repair and reuse over replacement, extending the life of existing textiles. What is considered “unwearable” becomes desirable again, demonstrating how collective action and simple techniques can reduce textile waste and reshape relationships with clothing.

TOOLS (ANALOGUE)		MATERIALS		LEARN HOW TO... ↓
Large dye pots, stove		Second-hand garments (preferably natural fibers), Textile dyes		Use natural dyes to refresh garments, extend their life, and reduce textile waste. 
MACHINES (DIGITAL FABRICATION)		TECHNIQUES AND PROCESSES		
None required.		Dyeing, upcycling		
TIPS: Pick natural fabrics: Fabrics like cotton, wool, silk, or linen absorb color better, stay vibrant longer, and only need a simple soak before dyeing.				

PROJECT

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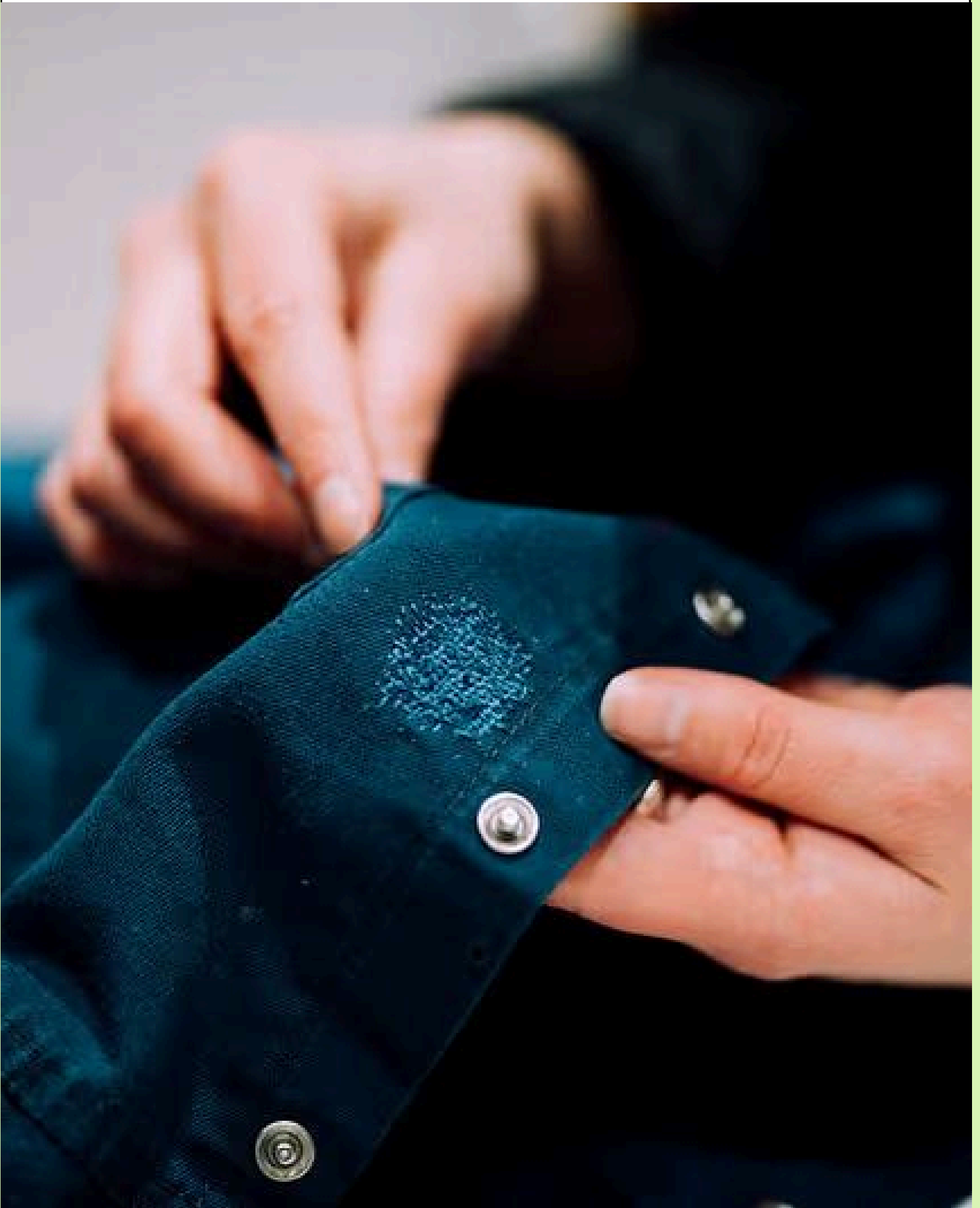
UPCYCLING ALTERATIONS

Upcycling reimagines wardrobe staples by altering their shape and function to create unique, personalized designs. Etta Studio specializes in transforming standard garments, such as modifying button-down shirts to feature cinched, corset-style backs using ribbons and safety pins. By creatively cutting and tying existing fabrics, she also reworks basic t-shirts into new silhouettes with open backs and custom straps, giving everyday apparel a distinct, second life.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO... ↓ Upcycle garments by reshaping and reconstructing them into new, personalized designs. 
Scissors, safety pins		Second-hand button-down shirts or T-shirts, ribbon, thread		
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
Sewing Machine (optional)		Corsetry, Reconstructive Cutting, Zero-Waste Strapping, Interlacing		
→ <i>TIPS: Utilize every scrap, repurpose the fabric cut from necklines, back panels, or bottom hems to create functional straps and ties, ensuring minimal waste during the alteration process.</i>				

PROJECT

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VISIBLE MENDING

Mending can play a positive role in reducing energy, raw material and water consumption. This artisanal practice may also be considered as a reaction against the throwaway culture that has become so prevalent. Repairing our damaged garments and textiles is an opportunity to rethink our relationship to our everyday objects.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO...
Scissors, embroidery hoop		Clothing needing repairs or customisation, yarns and threads		Repair and mend garments, extend the life of textiles, and practice sustainable, mindful consumption. 
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
		Stitching, embroidery		
→ TIPS: Use fabric scraps, old clothes, or leftover textiles for patches.				

PROJECT

Don't turn it over until the end of the game!



PAPIER MACHE

Papier-mâché rethinks material and form so that waste becomes structure. By transforming discarded paper into a malleable pulp — layered, molded, or cast into shapes — it gives new life to what would otherwise be thrown away. What is traditionally seen as fragile or temporary becomes strong, sculptural, and enduring. This approach not only diverts waste from landfills but also encourages experimentation, craftsmanship, and sustainable making, where reuse is not a limitation but the foundation of design.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO...
Scissors, mixing bowls, Knife or extra blades, Paint Brush, Drop cloth or other plastic cover, needle nosed pliers, wire, cord		Paper or recycled paper, rice paper, glue		Make pulp, mold, layer, and shape paper into durable objects. 
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
		Molding, Casting, Sculpting		
→ <i>TIPS: Technique can be used to imagine all kinds of different homeware items: bowls, shelves, containers and at a more advanced level, even furniture.</i>				

PROJECT

Don't turn it over until the end of the game!



© Stephanie Edelhofer



UPCYCLED PAPER THREADS

Upcycled Paper Threads explores how discarded paper can be transformed into functional, woven objects. By rolling, twisting, and weaving sheets of newspaper into threads, waste becomes material, and what is usually discarded becomes design. This approach encourages experimentation with texture, structure, and form, demonstrating how everyday waste can be reimagined as sustainable, handcrafted objects while supporting circular economy and low-impact fabrication.

TOOLS (ANALOGUE)	↓	MATERIALS	↓	LEARN HOW TO... ↓ Transform discarded paper into threads, twist, weave, and create functional objects. 
Mixing bowls, Scissors, Dowel Optional: skewer (to assist in rolling paper threads)		Waste paper (newspapers, magazines, or scrap sheets), recycled paper, glue		
MACHINES (DIGITAL FABRICATION)	↓	TECHNIQUES AND PROCESSES	↓	
		Rolling, Weaving		
→ TIPS: Design for durability and multifunctionality: Weave tightly and consider basket shapes that can be reused for storage, planters, or décor.				

PROJECT



Don't turn it over until the end of the game!

Project title: Name your project or technique

Description: Summarise your idea in 1–2 sentences

TOOLS (ANALOGUE)		↓	MATERIALS	↓	LEARN HOW TO... ↓
MACHINES (DIGITAL FABRICATION)		↓	TECHNIQUES AND PROCESSES		Specific skills and outcomes:
→ TIPS:					