

JUNK
KOUTURE


LESSON
PLANS


your classroom guide


@JUNKKOUTRE





CONTENTS


- 1 Lesson Plan One: Introduction to Junk Kouture**
Overview of the competition and its goals. 

- 2 Lesson Plan Two: Sustainable Development Goals**
Understand the SDGs and their alignment with Junk Kouture. 


- 3 Lesson Plan Three: Mood Board**
Build a visual storyboard of ideas and inspirations. 


- 4 Lesson Plan Four: Sketching**
Develop design ideas through drawing. 

- 5 Lesson Plan Five: Materials**
Discover a range of sustainable materials. 


- 6 Lesson Plan Six: Techniques**
Experiment with various techniques and methods. 


- DESIGN CREATION**
Use your knowledge of mood boards, sketching, materials, and techniques to create your Junk Kouture design

- 7 Lesson Plan Seven: Photography**
Master capturing high-quality images that showcase your design. 

- 8 Lesson Plan Eight: Videography**
Perfect video skills to portray the design journey effectively. 

- DESIGN CAPTURE**
Use your knowledge of photography and videography to capture your design and celebrate your work

- 9 Lesson Plan Nine: Student-Led Exploration**
Deepen your knowledge with expert-led masterclasses made possible by Deloitte. 

- 10 Lesson Plan Ten: Your Future with Junk Kouture**
Hear stories from students across our markets and learn where you can go next. 

TIMELINE

STAGE 1: RESEARCH, LEARN AND DESIGN

SPARK YOUR CREATIVITY: Explore sustainability, brainstorm ideas, and refine your design concepts.

LESSON 1: INTRO TO JK

LESSON 2: THE SDGS

LESSON 3: MOOD BOARDS

LESSON 4: SKETCHING

LESSON 5: MATERIALS

LESSON 6: TECHNIQUES

STAGE 2: CREATE

STYLE YOUR IDEAS: Use your knowledge of mood boards, sketching, materials, and techniques to create your Junk Kouture design.

STAGE 3: CELEBRATE

Capture images and videos of your design, showcasing your skills and the final look.

LESSON 7: PHOTOGRAPHY

LESSON 8: VIDEOGRAPHY

PHASE 4: KEEP LEARNING

Continue expanding your knowledge and passion by developing new skills and exploring what comes after the JK competition.


LESSON 9: STUDENT-LED EXPLORATION

LESSON 10: YOUR FUTURE WITH JUNK KOUTURE

INTRODUCTION

The Junk Kouture Lesson Plans are designed to support your educational journey, aligning with the timeline to ensure a successful design submission. This program offers **10 hours of structured lessons** focused on creativity, sustainability, and technical skills, making them a valuable resource for both educators and students.

Key Points

- The lesson plans can be used as **student-led resources or classroom guides**, perfect for independent work at school, home, or afterschool clubs, or as structured lessons that align with the curriculum.
- They are **not compulsory** for Junk Kouture submissions but serve as helpful guidance.
- Lessons can be completed **anytime** during the year, **in any order**, with flexible timing, and adapted as needed.
- Learning outcomes **can be tailored** to fit creators' needs, skill levels, curriculum, and available time.
- We recommend creating a **Junk Kouture Folder** to store work samples.
- By Lesson Plan 4, students should **form design teams** (up to 3 students per design, including the model).
- **Documenting the design process** with images and videos is encouraged but not required. It helps track progress and supports the submission process.
- All resources can be accessed via **hyperlinks and QR codes** throughout the lesson plans. Additionally, a [YouTube playlist](#)  is available, with videos arranged in the order of the lessons.

NOTE: Teachers are fully responsible for conducting risk assessments, adapting activities, and ensuring the safety of students and staff when undertaking these lesson plans. Junk Kouture is not liable for any injury or incident resulting from the use of our lesson plans or suggested techniques.



Glossary of Terms

CREATOR

A Junk Kouture creator is a young person aged 12-19 in secondary education who is actively designing an entry for the competition.

EDUCATOR

A Junk Kouture educator is an adult facilitating the program within an educational setting and serving as the primary contact for Junk Kouture.

TERRITORIES

The country in which Junk Kouture currently operates in (Ireland / United Kingdom / United States / France / Italy / United Arab Emirates).

Worksheet Definitions

INSPIRATION

Resources for inspiration

WORKSHEET

Templates which help scaffold learning

TUTORIALS

Junk Kouture videos made to support the lesson



Education Hub

All additional resources needed are available through the **JK Education Hub**

LESSON PLAN 1

INTRODUCTION TO JUNK KOUTURE

Overview of the competition and its goals

STARTER: GETTING EXCITED ABOUT JUNK KOUTURE (10 MINUTES)

- Read the [Story of Junk Kouture](#) ➔.
- Play the [World Final Wrap Up Video](#) ➔.
- While watching, list as many different materials you can spot that were used to create designs.
- Play the [Why Junk Kouture? Video](#) ➔.

ACTIVITY 1: AN INTRODUCTION TO THE COMPETITION (15 MINUTES)

- In small groups, read through the [JK Handbook](#) ➔ and [JK Timeline](#) ➔.
- Discuss, and note the following:
 - What 3 elements of Junk Kouture resonate with you and why?
 - What 3 things are you excited about with the Junk Kouture lessons?

ACTIVITY 2: A GLIMPSE INTO A JUNK KOUTURE DESIGN (20 MINUTES)

- Select a material identified earlier or a recycled material of your choice.
- Create a design on paper which uses that material in a different way.
- Present your ideas to the class.

NOTE: Support this activity further by printing the [Mannequin Worksheet](#) ➔ or replaying the [World Final Wrap Up Video](#) ➔ for inspiration. This is a quick activity to get you sketching and thinking.

CLOSURE - SUMMING UP JUNK KOUTURE (15 MINUTES)

- Discuss in small groups the impact that taking part in Junk Kouture may have on your life, school or the wider community with focus on sustainable practice.
- Review the [Rules and Regulations](#) ➔ document.
- Complete the lesson by watching [The JK Vision: A Quick Recap](#) ➔.
- Note any questions to ask your Territory Manager.

QUESTIONS FOR REFLECTION

- What is Junk Kouture's mission?
- What particularly resonates with you about Junk Kouture and why?
- What might you use for your design idea?

HOMEWORK IDEAS

Create a fact file on a previous Junk Kouture design using past [JK Instagram](#) ➔ posts to learn about the design and understand the issue it highlights.

POTENTIAL MATERIALS

- Plain Paper
- Pencils/Pens
- Coloured Pencils/Pens

Learning Objectives

- 1 Gain a thorough understanding of Junk Kouture and recall its mission, vision and goals.
- 2 Understand the process of the Junk Kouture competition from initial designs, all the way through to the submission phase and finals.
- 3 Investigate previous Junk Kouture designs and apply them to previous knowledge and experience.
- 4 Explore how Junk Kouture can link with your subject and develop personal connections to Junk Kouture themes.

Resources



STORY OF JUNK KOUTURE



WORLD FINAL WRAP UP VIDEO



WHY JUNK KOUTURE?



JK HANDBOOK



JK TIMELINE



THE JK VISION: A QUICK RECAP



LESSON PLAN 2



SUSTAINABLE DEVELOPMENT GOALS

Understand the SDGs and their alignment with Junk Kouture.

STARTER: AN INTRODUCTION TO THE SDGS (15 MINUTES)

- Show the [Taking Action Against Climate Change Video](#) .
- Show the [JK Sustainable Development Goals Tutorial](#) .

ACTIVITY 1: UNDERSTANDING YOUR SDG (15 MINUTES)

Individually or in small groups, choose one or more SDGs that resonate with you and research them using the [UN Website](#) . Use the left-hand boxes on the [SDG Worksheet](#)  for guidance.

NOTE: This activity can be extended over several lessons, giving students time to explore in-depth and present on all 17 SDGs.

ACTIVITY 2: APPLYING THE SDGS TO YOUR DESIGN (15 MINUTES)

After researching your SDG(s), consider how they could be incorporated into a Junk Kouture design. Use the remaining sections of the SDG worksheet for guidance.

CLOSURE (15 MINUTES)

- Share feedback on the “What impact do you want your design to have” box, explaining your concept to others and connecting it to your chosen SDG(s).
- Challenge: Try to recall all 17 SDGs.

QUESTIONS FOR REFLECTION

- Why is your Sustainable Development Goal(s) important?
- How could your SDG(s) relate to recycled material?
- Which SDG do you think is the biggest challenge, and why?

HOMEWORK IDEAS

- Create a 1-page overview of an SDG in an easy-to-read format with examples. This can be set as a graphic design task or a presentation challenge.
- Come up with a design idea centered around an SDG you didn't research in class.
- Create an SDG fact file booklet.

NOTE: The SDG Fact Files can be compiled and distributed to students as a learning resource, or students can create their own SDG fact file booklet as an extended project, collaborating with another subject like Geography or Art.

POTENTIAL MATERIALS

- Laptops/Access to Internet
- Plain Paper
- Pencils/Pens

Learning Objectives

- 1 Understand what the Sustainable Development Goals (SDGs) are.
- 2 Apply knowledge of the SDGs to identify sustainability issues and solutions.
- 3 Use the SDGs to help inspire designs.

Resources



TAKING ACTION AGAINST CLIMATE CHANGE 



JK SUSTAINABLE DEVELOPMENT GOALS TUTORIAL 



SDG RESEARCH WORKSHEET 



UNITED NATIONS SUSTAINABLE DEVELOPMENT GOALS 

LESSON PLAN 3

MOOD BOARD

Build a visual storyboard of ideas and inspiration.

STARTER: WHAT IS A MOOD BOARD? (10 MINUTES)

- Split into small groups, each receiving a sample mood board from the [Design Process Inspiration](#).
- Individually, create a 4-minute fashion sketch inspired by the mood board.
- In groups, discuss the similarities and differences in your designs.

NOTE: Support this activity by printing the [Mannequin Worksheet](#).

ACTIVITY 1: UNDERSTANDING MOOD BOARDS (10 MINUTES)

Play the [JK Mood Board Tutorial](#).

Consider these questions while watching the video:

- What makes a mood board effective?
- How do different materials and colours influence the overall theme?
- Why is it important to have a clear visual representation of ideas?

ACTIVITY 2: START YOUR OWN MOOD BOARD (30 MINUTES)

Create a Mood Board! Download the [Mood Board Worksheet](#), or start with a blank canvas. The worksheet is optional and just for guidance. You can create your mood board on paper or digitally, depending on your preference and resources.

Use the [Colour Palette Inspiration](#) or select colours from theme pictures.

NOTE: Use your knowledge of SDGs in the mood board creation.

CLOSURE: REVIEW OF MOOD BOARDS (10 MINUTES)

Swap mood boards with another person or team, and provide feedback using post-it notes or plain paper to highlight key learnings and successful elements.

Read feedback and reflect on these questions:

- What was the most challenging part of creating your mood board?
- How did you choose the colours and materials?
- How will your mood board support the design process?

QUESTIONS FOR REFLECTION

- Why is your Sustainable Development Goal(s) important?
- How could your SDG(s) relate to recycled material?
- Which SDG do you think is the biggest challenge, and why?

HOMEWORK IDEAS

- Refine your mood board based on the feedback received.
- Prepare a brief presentation explaining your mood board and the design choices you made.

POTENTIAL MATERIALS

- Plain Paper
- Pencils/Pens
- Textiles & Fabrics
- Magazines
- Glue
- Scissors
- Laptop/iPad (optional for digital mood boards)

Learning Objectives

- 1 Learn how to create a mood board for your Junk Kouture design.
- 2 Understand the importance of mood boards in the design process.
- 3 Explore different styles, themes, and materials to reflect your own style.
- 4 Communicate your design ideas effectively.
- 5 Start creating a design story that aligns with the SDGs.

Resources



JK MOOD BOARD TUTORIAL



MOOD BOARD WORKSHEET



COLOUR PALETTE INSPIRATION



DESIGN PROCESS INSPIRATION



LESSON PLAN 4

SKETCHING

Develop design ideas through drawing.

STARTER: GETTING USED TO SKETCHING (10 MINUTES)

- Draw a self-portrait without lifting your pen, or draw an object with your eyes closed.
- On a scrap piece of paper, randomly draw lines for 10 seconds.
- Then, use a different coloured pencil or pen to pick out and highlight a new object or drawing from the random lines.

ACTIVITY 1: FASHION ILLUSTRATION PRACTICE (20 MINUTES)

- Watch the [JK Sketching Tutorial](#) ➔.
- Use the [Mannequin Worksheet](#) ➔ and draw 5 different sketches based on different sources of inspiration for up to 5 minutes each. Ideas for Inspiration:
 - Songs (e.g., Classical, RnB, HipHop)
 - Images (e.g., forest, sea, coral)
 - Objects (e.g., random classroom objects)
 - SDGs (design around one Sustainable Development Goal)

NOTE: Reuse your mannequin templates by placing them under a sheet of plain paper, draw your design and then trace the mannequin elements for a cleaner, professional result.

ACTIVITY 2: DEVELOPING YOUR SKETCHES (25 MINUTES)

- Use your mood board from the last lesson and develop sketches based off of it.
- Use the [Design Process Inspiration](#) ➔ to help you.
- **Optional:** Watch additional development videos or technique demonstrations, or try out different techniques on your own (e.g., graphic markers, fine-liners, pencil shading, collage, and fabric samples).

CLOSURE: REVIEWING AND ADDING DETAIL (5 MINUTES)

Reflect on your sketch and get peer feedback.

NOTE: Your sketch may evolve further after you complete the next lesson plans on materials and techniques, gaining new understanding and insights.

QUESTIONS FOR REFLECTION

- Does your design capture all aspects of your idea?
- What is your preferred sketching style?
- Does your sketch clearly connect to your mood board?

POTENTIAL MATERIALS

- Plain Paper
- Pencils/Pens/Paints/Markers
- Scrap Fabrics
- Magazines

HOMEWORK IDEAS

- Create a new sketch or complete one for the next lesson.
- Do one sketch a day (no larger than A6) for a set period to develop skills.

Learning Objectives

- 1 Develop confidence with sketching to present ideas.
- 2 Understand the importance of sketching in the design process.
- 3 Create sketches to present your Junk Kouture design ideas.

Resources



JK SKETCHING
TUTORIAL



MANNEQUIN
WORKSHEET



DESIGN PROCESS
INSPIRATION



NOTE: If you haven't done so already, now is a great time to form design teams of up to 3 students (including the model), or you can choose to work individually. Forming teams now allows for effective collaboration and focus on developing your design as you progress through the lessons.



LESSON PLAN 5

MATERIALS



Discover a range of sustainable materials.

STARTER: QUALITIES OF MATERIALS (10 MINUTES)

- Provide each group or individual with small samples of different materials.
- Feel, stretch, and examine each sample.
- Discuss in pairs how the material could be used in a design and share insights with the class.

NOTE: Sample materials could include a bottle cap, stretch fabric from old leggings, woven fabric from a tablecloth, a coffee capsule, an old t-shirt, or leaves. Educators can provide these, or students can bring one material from home before the lesson.

ACTIVITY 1: EXPLORING MATERIALS (30 MINUTES)

- Watch the [JK Materials Tutorial](#) .
- In small groups, use the [A-Z Material Inspiration](#)  to choose one material each. Spend 10 minutes researching that material and come up with 3 ways it could be used in a design. Use the principles of recycle, reuse or upcycle for inspiration. Roughly sketch these ideas on scrap paper.
- Repeat the activity with a different material, considering what you learned earlier about feel, stretch, drape, etc.
- Place the sketches in the middle of the group ready for the next activity.

ACTIVITY 2: MATERIAL APPLICATION (15 MINUTES)

- Using your rough sketches for inspiration, create an individual design using your chosen material(s). You could stick material cutouts on a sketch, or create a mini design or accessory.
- Apply your knowledge of SDGs by linking your design to specific goals.

CLOSURE: TEACHING THE CLASS ABOUT YOUR MATERIAL (5 MINUTES)

Share one thing you have learned about recycled material with the rest of the class.

QUESTIONS FOR REFLECTION

- How can you make your material selection stand out from past designs?
- Can you give an example of a challenge you may face using the material(s) you have chosen?
- Which SDG(s) does your material choice relate to?

HOMEWORK IDEAS

- Explore your home recycling bin and identify one material. Try to create a small fashion item, like a hair accessory or a shoe charm.

- Delve deeper into a material you have chosen. Look at current issues with the disposal of it, any linked issues, what the problem looks like in your area. You could even conduct your own research by creating a survey for friends or community feedback!

POTENTIAL MATERIALS

- Recycled material selection
- Plain Paper
- Pens/Pencils/Colours

Learning Objectives

- 1 Understand different materials and their effects on the design and functionality of an outfit.
- 2 Apply knowledge of the SDGs to further understand the use of sustainable materials.
- 3 Understand the terms recycle, reuse and upcycle and apply these to select the right materials.

Resources



**JK MATERIALS
TUTORIAL**



**A-Z MATERIALS
INSPIRATION**



LESSON PLAN 6



TECHNIQUES

Experiment with various techniques and methods.

STARTER: UNDERSTANDING TECHNIQUES (10 MINUTES)

- Watch the [JK Techniques Tutorial](#) .
- In small groups, discuss the different techniques shown and how they could be applied to various materials.

ACTIVITY 1: APPLICATION OF MATERIALS (30 MINUTES)

- Working as an individual or a group, choose a material you may want to use for your Junk Kouture design.
- Complete the [STEAM Worksheet](#)  or make your own notes about your material using research and available resources.
- Use the [STEAM Techniques Inspiration](#)  to support further.

NOTE: Ensure you understand the material and safety precautions before experimenting.

ACTIVITY 2: GETTING CREATIVE WITH TECHNIQUES (15 MINUTES)

- Select one technique you've researched and try it with your chosen material, following all safety precautions.
- Create a sample and check its fit, drape, feel, and scale on a mannequin or model. Consider how it will join to another material or aspect of your design.
- Discuss with your team and note any observations.

NOTE: Design teams may wish to try several techniques. Ensure safety demonstrations are done before using equipment. This lesson may be extended if students need training on specific tools. Always follow safety guidelines and assess the feasibility of each technique.

CLOSURE: TEACHING THE CLASS ABOUT THE TECHNIQUE (5 MINUTES)

Present your favorite sample to the class, explaining how you created it and how you plan to incorporate the technique into your design.

Learning Objectives

- 1 Learn, understand and explore various techniques for manipulating and joining recycled materials.
- 2 Apply STEAM principles to material experimentation.
- 3 Experiment safely with various sustainable materials to enhance creativity and innovation.

Resources



**JK TECHNIQUES
TUTORIAL**



**STEAM
WORKSHEET**



**STEAM
TECHNIQUES
INSPIRATION**



QUESTIONS FOR REFLECTION

- How can your material be manipulated?
- Can you give an example of how you used STEAM principles to create your material sample?
- What is one challenge you may face using your chosen material?

HOMEWORK IDEAS

- Create another sample using a different technique with your materials.
- Research your material further and relate it to an SDG(s)

POTENTIAL MATERIALS

- Selection of recycled materials
- Various tools (e.g., hot glue gun, heat press/iron, soldering iron, sewing machine, craft knives, scissors).



DESIGN CREATION

- ✓ Finalising and creating your design.
- ✓ Use your knowledge of mood boards, sketching, materials, and techniques to create your Junk Kouture design.
- ✓ Don't forget to capture your design process as it comes to life!
- ✓ Share your journey on social media using the [Junk Kouture Assets](#) ➔.

LESSON PLAN 7

PHOTOGRAPHY

Master capturing high-quality images that showcase your design.

STARTER: UNDERSTANDING HOW YOUR IMAGES ARE USED (10 MINUTES)

- Watch the [JK Photography Tutorial](#).
- Discuss your design and start thinking about how you want to present your final look.

ACTIVITY 1: TRY OUT SOME PHOTOGRAPHY (15 MINUTES)

- Using the principles from the [Photography Tutorial](#), practice taking photos with a smartphone or camera. Experiment with lighting, positioning, and backdrops. Capture all angles as discussed in the Tutorial Video.
- Pick your best shot and present it to the class, explaining what works about the composition and how you might use this to take photos of your final design.

NOTE: Students don't need professional equipment; smartphones, school cameras, or tablets are fine. This activity is meant to encourage experimentation. It's recommended to use your model for the photos.

ACTIVITY 2: DESIGN YOUR LOOK (25 MINUTES)

- Use the [Final Look Worksheet](#), alongside internet searches and any other inspirational sources, to help you decide on your final look.
- Note any additional accessories you need to make, or any makeup or hair techniques you need to learn or try.

NOTE: Consider footwear, hair and makeup, accessories and head pieces.

CLOSURE: FINALISING THE LOOK (10 MINUTES)

- Present your final look back to another team.
- Get feedback from them.

Learning Objectives

- 1 Understand the Junk Kouture photography guidelines and how photos will be used in the competition.
- 2 Apply principles of photography like lighting, backdrop and angle to ensure a successful and impactful shot.
- 3 Visualise and create a final look, including outfit, hair, makeup, and accessories, to highlight and celebrate the design.

Resources



JK
PHOTOGRAPHY
TUTORIAL



THE FINAL LOOK
WORKSHEET



QUESTIONS FOR REFLECTION

- What will you need to create your final look?
- Do you feel confident you know how to capture the right angles of your design?
- What aspects of your design might you want to capture as a close-up?

HOMEWORK IDEAS

- Practice hair and make-up on your model or a willing volunteer.
- Make any accessories you decided on.
- Find comfortable shoes from a charity shop to upcycle further.

POTENTIAL MATERIALS

- Smartphone or Camera
- White Sheets or other plain backdrop materials
- Paper
- Pencils/Pens/Colours

LESSON PLAN 8

VIDEOGRAPHY

Learn and refine video skills to portray the design journey effectively.

STARTER: THINKING ABOUT THE PROCESS (5 MINUTES)

Watch the [JK Videography Tutorial](#) ➔.

ACTIVITY 1: TELL YOUR STORY (30 MINUTES)

- Use the [Video Planning Worksheet](#) ➔ to help you plan out what shots you need to take for your video and the voiceover script that will go with it.
- Fill in the sections of your video, rough timings and what you'd like to say and when.

NOTE: This activity can be extended to last the whole lesson depending on previous knowledge of phone applications and video editing software.

ACTIVITY 2: PRACTICE (15 MINUTES)

- Record a small section of voiceover and video as a test.
- Upload these onto your chosen video editing software.
- Use this section of the lesson to learn how to quickly crop video, add a voice over and add transitions so that you are ready to make your final video once you've taken all the shots.

CLOSURE: PLAN (10 MINUTES)

Finalise your [Video Planning Worksheet](#) ➔ and create a list of shots you will need to take to make this a reality. Allocate lines on the script to each team member and confirm who will be responsible for editing and filming each section.

Learning Objectives

- 1 Confidently shoot the perfect video.
- 2 Learn how to use basic video editing software.
- 3 Successfully present the design journey within an edited video.

Resources



NOTE: REMEMBER! ALL VIDEOS SHOULD BE TAKEN IN A LANDSCAPE FORMAT

QUESTIONS FOR REFLECTION

- Are you confident in using your editing software to create your video and ensure it covers all aspects of your design?
- Does your video plan include a clear link to the SDGs?
- Does your video resonate with you personally and tell a compelling design story?

HOMEWORK IDEAS

- Spend some extra time on Canva to learn new skills.
- Take some test videos using the skills learnt.

POTENTIAL MATERIALS

- Pens/Pencils
- Plain Paper
- Laptop/Computer/Tablet with internet access
- Smart phone or camera with video function
- Tripod/Stack of books
- White sheets or other plain backdrop material

The page features several decorative pink elements: a large circle in the top-left corner, two triangles pointing towards the center in the upper-right, a smaller circle in the lower-center, and a large circle in the bottom-right corner. The main title is centered in a bold, blue, sans-serif font.

DESIGN CAPTURE AND SUBMISSION

✓ Use your photography and videography skills to capture the perfect shots, then follow the [Submission Checklist](#) to ensure you have all the necessary elements for a successful submission.

STUDENT-LED EXPLORATION

Deepen your knowledge with expert-led masterclasses made possible by Deloitte.

STARTER: WHY WE CAN'T IGNORE CLIMATE CHANGE (5 MINUTES)

- Read through pages 2, 3 and 4 of the [Masterclass Guide](#) ➔.
- Discuss the impact of fast fashion on climate change.
- Access all 10 Episodes of the Deloitte [Masterclass Playlist](#) ➔.

ACTIVITY 1: FACT OR FICTION (15 MINUTES)

- In small groups, use pages 5, 6, 7 and 8 of the [Masterclass Guide](#) ➔ to discuss the issues raised in the fact or fiction activity.
- Summarise this section by discussing some of the conversation points on page 10.

ACTIVITY 2: DELVE DEEPER (35 MINUTES)

- Display the episode guide on page 4 and look through each Masterclass.
- Choose one Masterclass and watch it whilst making notes. Think about why you chose this Masterclass and relate it back to your passions, designs or knowledge.
- Feedback what you have learnt.

NOTE: Depending on the class size, each student can be given a different Masterclass and then creates a resource on it. Once the lesson is complete, take in all the resources, link the appropriate video and send back out to students as their own large, tailored learning resources.

CLOSURE: REVIEW OF LEARNING (5 MINUTES)

Feedback 1 thing you didn't know before the lesson.

QUESTIONS FOR REFLECTION

- Does anything shock you about what you have learnt?
- Would you have done anything differently in your own Junk Kouture Design?
- Where might you want to use the skills you have learnt in your future?
- How has sustainability played a part in your choice of Masterclass?

HOMEWORK IDEAS

- Watch the rest of the Masterclasses.
- Create your own Masterclass on a topic of your choice – Perhaps a Masterclass on how to make your Junk Kouture design and the designing process or even a topic based on an SDG!

POTENTIAL MATERIALS

- Laptop/Access to the internet
- Plain Paper
- Pens/Pencils

Learning Objectives

- 1 Offer a tailored, immersive educational experience through a series of episodes in collaboration with Deloitte to cover topics related to a chosen field of study.
- 2 Broaden knowledge of sustainability, climate change and inclusivity and link this with the creative and fashion industries.
- 3 Allow independent study time to focus on key areas related to interests.

Resources



**DELOITTE
MASTERCLASS
PLAYLIST**



**DELOITTE
MASTERCLASS
GUIDE**



LESSON PLAN 10

YOUR FUTURE WITH JUNK KOUTURE

Hear stories from students across our markets and learn where you can go next.

WHAT CAN YOU DO WITH JUNK KOUTURE NOW? (10 MINUTES)

- Watch the [Future Leaders Network Overview](#) ➔.
- Discuss: What opportunities does the Future Leaders Network offer you?

ACTIVITY 1: STUDENT STORIES (25 MINUTES)

Take a look to see where Junk Kouture has taken students:

- [The Future Leaders Network \(Microsoft Series: Episode 6\)](#) ➔
Learn about the program and its benefits.
- [Behind the Seams \(Microsoft Series: Episode 5\)](#) ➔
Follows 3 diverse students on their design journey.
- [Waking the Muse](#) ➔
A documentary following 3 students' stories from start to finish.
- Read other [Student Stories](#) ➔.

ACTIVITY 2: YOUR DESIGN IN REVIEW (20 MINUTES)

In your design teams, or individually, evaluate your project. You can write it down or record a video to share on social media and with the Junk Kouture team! Use these questions to guide you:

- Did your design go as planned? What changes did you make and why?
- How has Junk Kouture changed your view on waste and sustainability?
- What did you learn about the SDGs, and how did they influence your design?
- What advice would you give to new students?
- Has Junk Kouture changed you as a person in any way?

NOTE: This activity summarises the scheme of work and allows evidence to be added to a portfolio, highlighting the full design, creation, and evaluation process.

CLOSURE: WRAPPING UP (5 MINUTES)

Sign up to the Future Leaders Network [here](#) ➔.

QUESTIONS FOR REFLECTION

- Did you enjoy your Junk Kouture experience?
- How can you use your new skills to create positive change?
- How do you hope to make a difference in the world?

HOMEWORK IDEAS

- Celebrate your design with a school fashion show.
- Connect with others on Junk Kouture's social media.
- Explore the Future Leaders Network.

POTENTIAL MATERIALS

- Laptop/Access to the internet
- Pen and Paper

Learning Objectives

- 1 Understand the Junk Kouture Future Leaders Network.
- 2 Explore post-program opportunities available to you.
- 3 Learn from past competitors about their experiences.
- 4 Apply skills learned to future endeavors.

Resources



FUTURE LEADERS NETWORK OVERVIEW



MICROSOFT SERIES EP5: BEHIND THE SEAMS



MICROSOFT SERIES EP6: FUTURE LEADERS NETWORK



STUDENT STORIES



WAKING THE MUSE | JK DOCUMENTARY



FUTURE LEADERS SIGN UP PAGE



MAXIM O'SULLIVAN'S CREATOR STORY

