

City of Tomorrow

Designing and prototyping greener and smarter cities.

The Problem:

The Earth is our home, and we depend on it for everything, from food, to water, shelter and air.

We don't always take care of our planet, and do things which are harmful to the environment, and contribute to climate change. For example, wasting resources, polluting our air and water and littering.

The planet is warming up fast—faster than at any time scientists know about from their studies of Earth's entire history. This is causing problems for the planet, and life on earth



The Task:

Your task is to design a city, or a specific space in a city such as a park or office that is greener and smarter through the use of technology. Be creative and innovative, from Robot litter pickers, to smart showers in offices that tell you how much water you're wasting.

Here is a taster of a real life example, using technology to make our city greener:

These rubber surface captures kinetic energy and uses it to power street lights in London.



You can draw your designs out, and if you want to, also prototype using the resources provided.

Resources Available

- Paper
- Card\cardboard
- Bubble wrap
- Tin foil
- Colouring pencils/pens

Design Thinking Approach:

