

Eye on Nature Wearable Arts

MATERIALS

guide

AVOID!

Single use items that hurt the environment

New/bought items
Cable ties
Hot glue or superglue
Polystyrene
Balloons
Plastic flowers or plants

GOOD ★

Materials diverted from recycling

Second hand fabric
Items from your recycling bin like bottles, containers and plastic packaging
Acrylic paints and craft glue on paper and cardboard

BETTER ✓

Materials diverted from landfill

Things that you already have that can't be recycled or reused, like bread tags or CDs.
Stuff that's broken and can't be recycled, like worn-out shoe soles.
Used things you'd usually throw out, like coffee pods.
Items you can recycle after you are done with your garment, eg. soft plastic, e-waste.

BEST 😊

Materials that can be returned to the earth

Natural fibres like harakeke/flax, hessian, bamboo, leaves, shells and seeds.
Cardboard & paper
Dyes from plants, vegetables and fruits
Natural glues and paints (eg. flour glue or egg paints)

Self Assessment Guide

Least impact on the environment

Question

Example

Refuse

Can I say no to using things that will hurt the environment in my garment?

"I am going to challenge myself to use less hot glue and design my garment so that things can be woven/threaded together instead."

Rot

What parts of my garment can be safely returned to the earth?

"I will try to use as many materials from nature as I can."

Reuse

Can the elements of my garment be taken apart and reused again? Can they be recycled locally?

"I will avoid painting the bottles used in my garment so I can recycle them later"

Divert from landfill

Will these materials be going straight to landfill?
Can I give them another life?

"Instead of using recyclable plastic bottles for my garment, I will use the bottle caps, because they can't be recycled in our bins and would be going straight to landfill."

Buy

What are the parts of my garment that I might have to buy? How can I avoid this?

"I will try to make 100% of my garment without purchasing or using new materials."

Most impact on the environment