

## Design and Technologies – Marine debris clean-up tool

**Task:** Design and construct a tool to pick up rubbish at schools, rivers, creeks and the beach. Your tool can spear, clamp, scoop or be a combination of these methods.

**Things to consider:**

- Tool must be portable and easy to use.
- Include safety features when not in use (esp. sharp points).
- Tool should have no environmental impact.

**Marine debris impacts the Great Barrier Reef in many ways:**

1. **Entangles animals** → injury, suffocation, starvation.
1. **Ingestion** → turtles mistake plastic for jellyfish, fish eat microplastics, seabirds feed plastic to chicks → blockages, false fullness, death.
2. **Toxic effects** → chemicals leach, bioaccumulation in food chain.
3. **Navigation hazards** → debris damages boats, nets entangle engines.
4. **Spreads invasive species** → durable debris increases ecosystem threats.
5. **Habitat damage** → breaks/smothers corals and plants.
6. **Economic costs** → clean-up burdens communities.
7. **Tourism impacts** → reduces natural beauty and visitor satisfaction.

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Technology ACARA V9.0	<a href="#">AC9TDEFP01</a>	<a href="#">AC9TDE2K01</a> <a href="#">AC9TDE2K02</a> <a href="#">AC9TDE2P02</a> <a href="#">AC9TDE2P03</a>	<a href="#">AC9TDE2K01</a> <a href="#">AC9TDE2K02</a> <a href="#">AC9TDE2P02</a> <a href="#">AC9TDE2P03</a>	<a href="#">AC9TDE4K01</a> <a href="#">AC9TDE4K02</a> <a href="#">AC9TDE4P03</a> <a href="#">AC9TDE4P04</a>	<a href="#">AC9TDE4K01</a> <a href="#">AC9TDE4K02</a> <a href="#">AC9TDE4P03</a> <a href="#">AC9TDE4P04</a>	<a href="#">AC9TDE6K01</a> <a href="#">AC9TDE6K05</a> <a href="#">AC9TDE6P03</a> <a href="#">AC9TDE6P04</a>	<a href="#">AC9TDE6K01</a> <a href="#">AC9TDE6K05</a> <a href="#">AC9TDE6P03</a> <a href="#">AC9TDE6P04</a>
Science ACARA V9.0	<a href="#">AC9SFU02</a> <a href="#">AC9SFU03</a> <a href="#">AC9SFI02</a> <a href="#">AC9SFI04</a>	<a href="#">AC9S1U01</a> <a href="#">AC9S1U03</a> <a href="#">AC9S1I02</a> <a href="#">AC9S1I05</a>	<a href="#">AC9S2U03</a> <a href="#">AC9S2I02</a> <a href="#">AC9S2I05</a>	<a href="#">AC9S3H02</a> <a href="#">AC9S3I02</a> <a href="#">AC9S3I05</a>	<a href="#">AC9S4U03</a> <a href="#">AC9S4U04</a> <a href="#">AC9S4H02</a> <a href="#">AC9S4I02</a> <a href="#">AC9S4I05</a>	<a href="#">AC9S5H01</a> <a href="#">AC9S5H02</a> <a href="#">AC9S5I02</a> <a href="#">AC9S5I05</a>	<a href="#">AC9S6U01</a> <a href="#">AC9S6H02</a> <a href="#">AC9S6I02</a> <a href="#">AC9S6I05</a>

**General Capabilities** - All Year levels- Critical and Creative Thinking [F-10 Curriculum | Critical and Creative Thinking](#)

**Cross- Curricula Priorities** - All Year Levels- Sustainability [Design: SD1 and SD2](#) [Futures: SF2 F-10 Curriculum | Sustainability](#)

