



# *Solarpunk* ISLAND

A challenge to design and brand your unique neighbourhood on an island that is based on the principles of the 15 minute neighbourhood rules and Solarpunk movement.



Some images for this resource have been created in collaboration with Midjourney AI text-to-image generator to help imagine what's possible.

# ***During this challenge we will:***

- \* Take part in a fictional survival story
- \* Explore the “15-minute neighbourhood” concept
- \* Discover what the Solarpunk movement stands for
- \* Find ways to meet you and your partner's needs.
- \* Design your habitat in a Solarpunk style
- \* Brand your neighbourhood as its own nation within the island
- \* Explore a day in the life of your character



# ***How it all starts...***



You have been given an exciting opportunity to visit the enchanting *Galapagos Islands* for an immersive two-week adventure. Join fellow students from around the globe in a remarkable expedition dedicated to unraveling the secrets of the island's awe-inspiring biodiversity.

You can bring a *buddy\** who will truly enhance this experience with you – someone who shares your passion and possesses the power to elevate your journey to new heights. They can be someone you know or a person you admire for the work they are doing around climate change.

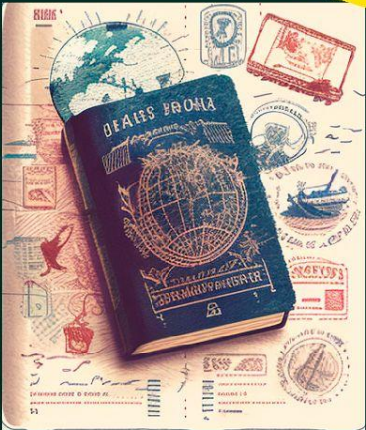
***\*David Attenborough and Greta Thunberg are unfortunately not available!***

# What will you take with you?

Before setting sail, it is crucial to ensure that your luggage is well-prepared for the journey. Take a moment to carefully consider and list everything you would need to bring along.

Check the weather forecast and what you might need on your trip to Galapagos Islands. Remember to include essential items such as clothing and sunscreen, as well as things that will enhance your travel experiences, like a captivating book or engaging podcast. Don't forget to include items that will help you capture and document your stay on the island, such as a reliable camera or a journal.

*Your space will be limited to one suitcase per person.*





# Tell us about yourself

To ensure a seamless journey, you first need to complete your learner's passport. Describe yourself as best as you can, what qualities, skills and needs do you have? The more detail you can include the better.

- ✳ What's your age?
- ✳ What's important for you?
- ✳ What are your passions?
- ✳ What are your strengths?
- ✳ Do you have any particular skills?
- ✳ What don't you care about?
- ✳ What can't you live without?
- ✳ What do you want to change in the world?
- ✳ What is on your Spotify playlist?

**ACTIVITY**

**Solarpunk Island**  
Person's Profile

**NAME** \_\_\_\_\_

**ABOUT** Describe the person in as much detail as possible. Considering all their characteristics and interests.  
\_\_\_\_\_  
\_\_\_\_\_

**MOBILITY** \_\_\_\_\_

**AGE** \_\_\_\_\_

**HEIGHT** \_\_\_\_\_

**EDUCATION** \_\_\_\_\_

**OCCUPATION** \_\_\_\_\_

**ORIGIN** \_\_\_\_\_

**FAMILY STATUS** \_\_\_\_\_

**NEEDS** Provide some insight into their needs, needs if any, in "immediate context".  
Describe any activities they "love to do" or "struggle with".  
\_\_\_\_\_  
\_\_\_\_\_

**SKILLS** Describe the person's primary capabilities of in and how these skills can help the wider community.  
\_\_\_\_\_  
\_\_\_\_\_

**GRADE CONTENT** Describe what the person may have already read with reference to the page.  
\_\_\_\_\_  
\_\_\_\_\_

**PERSONALITY** What can you tell about how they behave, and what characteristics are most prominent?  
\_\_\_\_\_  
\_\_\_\_\_

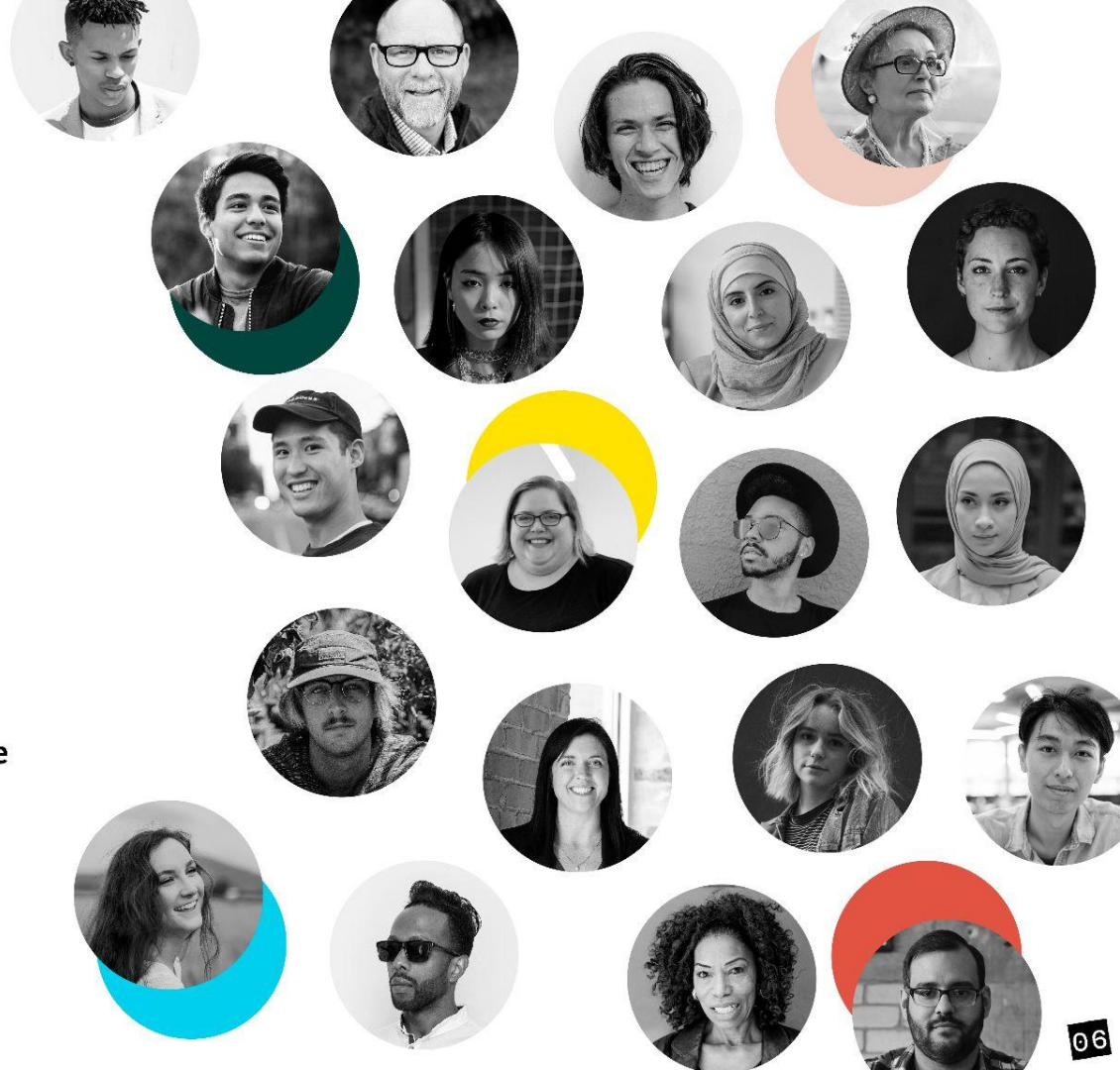


# ***Pick your buddy!***

Imagine embarking on an unforgettable journey to the mesmerising Galapagos Islands, with the opportunity to bring a companion of your choice. Who will you select, and how will they contribute to this once-in-a-lifetime experience?

Consider carefully who will complement your strengths and help you make the most of this unique adventure. Will it be a friend, family member, or perhaps a scientist whose expertise in biology or conservation would be invaluable? Consider your options carefully because they will be an important part of your journey, and the memories you make together will last a lifetime.

**LOOK AT SOME EXAMPLES OF PERSONS PROFILE IN THE SUPPORT PACK, AND MAKE ONE FOR YOUR COMPANION**





CREATED BY DANI GUERRATO



## Nerdy Nina

"The book is way better than the movie!"

#booklover  
#bookaddict  
#booknerdproblems

### DEMOGRAPHICS

Age: 25  
Location: Sao Paulo, Brazil  
Education: Software Engineer  
Job: Q/A at Indie Game Company  
Family: Lives with her boyfriend

### TECH

Internet  
Social Networks  
Messaging  
Games  
Online Shopping



### GOALS

- Discovering new books / authors to read
- Finding unique stories
- Cataloging book collection

### FRUSTRATIONS

- Keeping track of different series
- Forgetting a book launch date
- Finding space for more books

### READING HABITS

- Fast pace reader
- Never lends books
- Likes hardcovers and boxed collections
- Pre-order books to get them first
- Reads eBooks, but prefer physical copies
- Always finishes a book
- Loves binge reading and re-reading

### FAVORITE BOOKS



### ABOUT

John is a graduate student at UCLA who cares deeply about animal rights. He spends his own time to volunteer at the local animal shelter and to promote pet adoptions. He wishes to order some design artifacts to raise awareness at his school.

AGE 28  
OCCUPATION Ph.D Student  
INCOME Less than \$50k  
STATUS Single  
LOCATION Los Angeles, CA

### NEEDS

- Create designs that promote animal adoptions
- Order design artifacts such as posters, badges and buttons to distribute them to students
- I help with the crowdfunding

### FRUSTRATIONS

- Some vendors charge way too much for the designs
- Connecting with the local vendors require extra time on his end
- If he ends up not getting the funds, he has to put in his own money

### SOCIAL MEDIA ACTIVITY



### CURRENT FEELINGS

Stressed Concerned Busy

### PERSONALITY

PASSIONATE MOTIVATIONAL  
GIVING LOVING OPTIMISTIC

CREATED BY GEUNBAE "GB" LEE

# Understand your buddy

Here are some examples of profiles in the support pack. You could use one of these for your buddy, to help us better understand them.

Think about what your buddy would bring in their luggage to Galapagos Islands.

IN THE WORLD OF BUSINESS, THESE ARE ALSO CALLED AUDIENCE OR USER PROFILES AND HELP COMPANIES EMPATHISE WITH THEIR CUSTOMERS AND BUILD BETTER PRODUCTS AND SERVICES.

# ***Launch day***

You've boarded the ship and are ready to set sail to the Galapagos Islands. Who did you bring on the boat with you? What did your buddy bring with them? What have the other passengers brought with them?





# ***Things don't quite go to plan...***

Unfortunately, while on your journey, you encounter a severe storm that damages your ship's navigation system. After a few days of blindly navigating, you reach the nearest island in search of help. However, you discover that the island is uninhabited, and your attempts to establish communication with the outside world via radio fail.

You are now faced with the challenge of finding shelter, fresh water, and food to survive on this deserted island.



# ***Overcoming obstacles***

But don't worry! You and your partner have the skills and knowledge to overcome these obstacles and thrive on the island. Together, you can use your understanding of science and your creative thinking skills to build shelter, gather food, and find sources of water etc.

**Welcome to Solarpunk Island!**



## YOUR CHALLENGE

***You are one of the passengers on the shipwrecked boat and now must work together with the other passengers to create Solarpunk Island.***

***You will be given a section of the island to turn into your own habitat. You have to start from scratch and build in a way that respects nature and aligns with the beliefs of the solarpunk movement.***

Inspired by the solarpunk movement you can only build from what's provided by nature but you may use anything that is on and part of the shipwrecked boat (there's no chance it's never going to sail again!).

YOU ARE  
SOMEWHERE  
HERE





# So what's with the 15-minute rule?



The Solarpunk island (as named by the captain of the boat who's a big fan of the Solarpunk movement - more on that later) is a large uninhabited space, so it's very easy for people to get lost.

To avoid unfortunate events from happening, the community agreed to build their individual habitats following the 15-minute neighbourhood rule, making sure that *no person is more than 15 minutes away from all essential human needs* shared within the community.



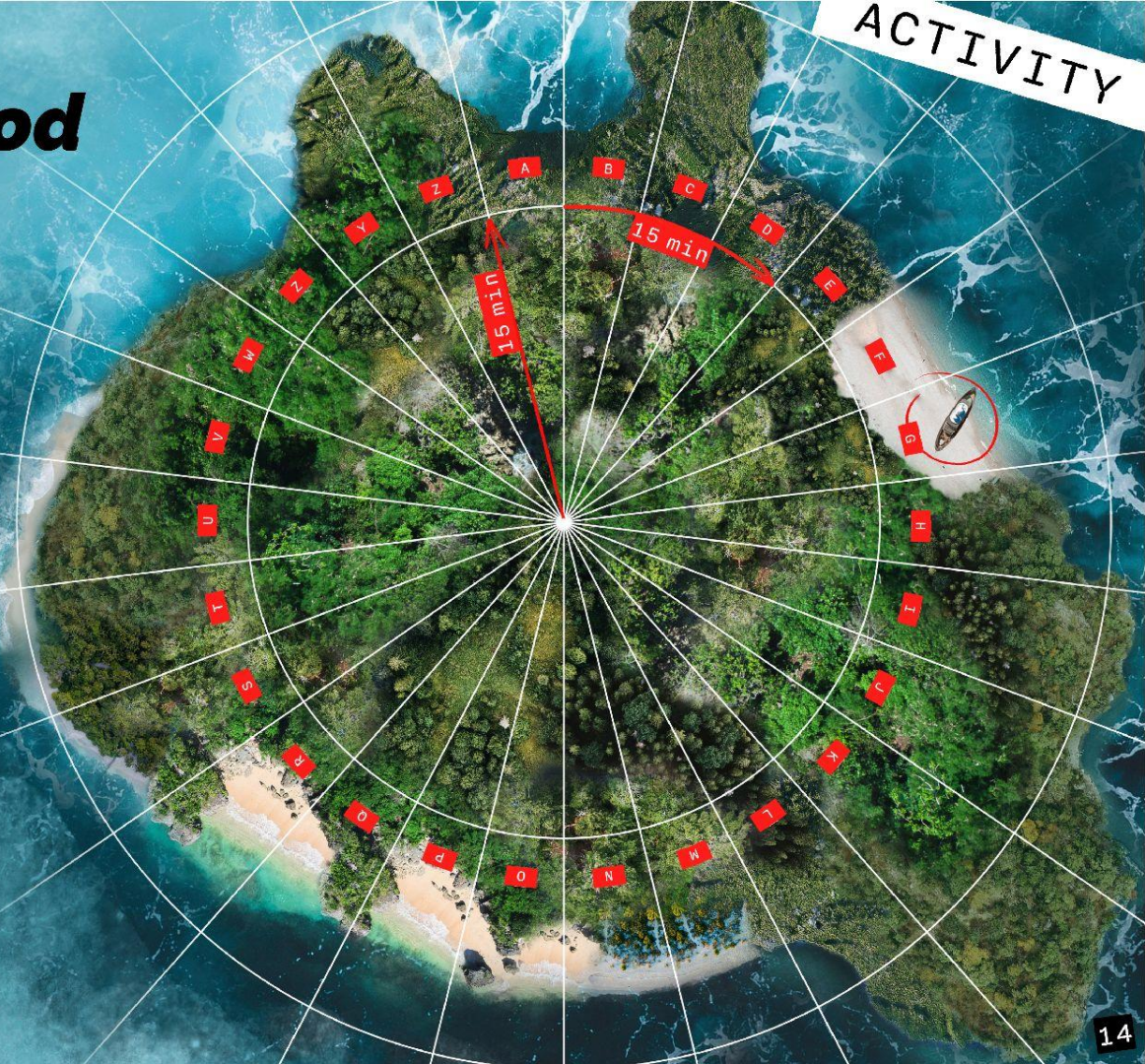
# The neighbourhood snatch.

Each person has been given a section of the island stretching from the centre, where the home base is, all the way to the coast.

These are your individual “neighbourhoods” and future habitats for each person.

The average distance a person can walk in 5 minutes is 400m or 1/4 of a mile. This can be your guide for how much space you will have in your individual neighbourhood.

**TIP: NO MATTER HOW MANY STUDENTS IN THE CLASS, ALWAYS DIVIDE THE ISLAND INTO EQUAL PARTS.**





# ***Island's resources.***

Fortunately, the island offers abundant space and plentiful resources to support the construction of your habitat.

The island is filled with delicious fruit trees, a dense forest with wild berries, edible plants and fungi. Under the tree canopy, a freshwater lake hosts fish and a small river stream goes from it to the ocean.

The shipwreck is mostly intact apart from the electronics and can be broken apart and repurposed. Additionally, you have access to your personal belongings as well as the belongings of fellow passengers, fostering a spirit of sharing and collaboration, enabling you to create whatever essentials you need.



PROMPT FOR AI:  
PHOTOGRAPHY OF LUSH GARDEN JUNGLE WITH  
FLOWERS AND TREES IN BRIGHT COLOURS WITH  
FOREST AND MOUNTAINS

# What are your necessities?

To live comfortably, you will need a place to live, recreational areas and space for the daily activities that keep you sane while stranded on an island. Think of five to eight types of buildings/spaces you would like to have in your neighbourhood. These must be aligned with the needs and interests of your character, but can also be beneficial for you both.

- \* Specify why these spaces would be necessary for you and your partner?
- \* What benefit could they bring to others?
- \* Can you think of any issues that could arise?
- \* Place them in order of importance following the 15-minute-city/neighbourhood concept (think what's essential and what can be further away).



PROMPT FOR AI:  
ARCHITECTURAL DRAWING OF A TREE HOUSE AS A  
3D SKETCH WITH FLUID LINES IN MODERN STYLE





## Word association mindmap.

Now that you have your buildings and spaces figured out, it's time to define what those spaces will include and what functions they will have.

For each space, draw a mind map and write as many word associations as possible.

Remember, each word on a branch can become its own mind map of associations, and you can continue endlessly to define additional functions and features.

# ***Flexible and modular living.***

According to the 15-minute-neighbourhood concept, each square foot (or meter) should serve many different purposes.

Flexible and modular designs can help achieve this goal by creating buildings that can change and be transformed into different layouts to meet various needs.



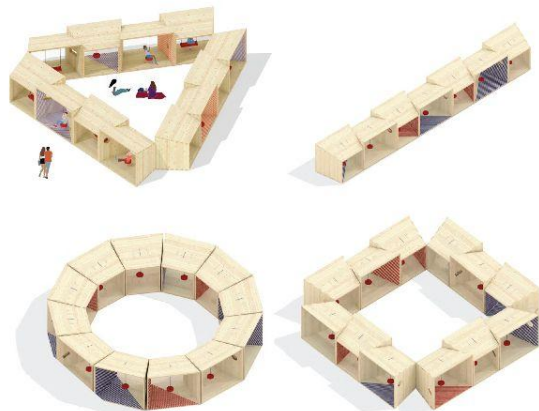
M MUALLEM SUBMISSION  
ART FUND PAVILION, 2009



## ***Flexible spaces.***

The majority of architecture is static and doesn't change or adapt over time. This stands in contrast to the natural world, which adapts to its surroundings.

Flexible architecture is designed to be malleable, movable, and multi-purpose. At the heart of flexible architecture is the idea that the built environment should act similarly to a living organism, able to respond to changes in its environment. It focuses on the long term by considering how occupants' needs may change and designing with those changes in mind.



SALVAGE SWINGS BY SOMEWHERE STUDIO

# ***Japanese modular design.***

In traditional Japanese architecture, sliding doors have the function of separating areas within the house. As a result, multi-functional areas can be created by closing or opening the doors.

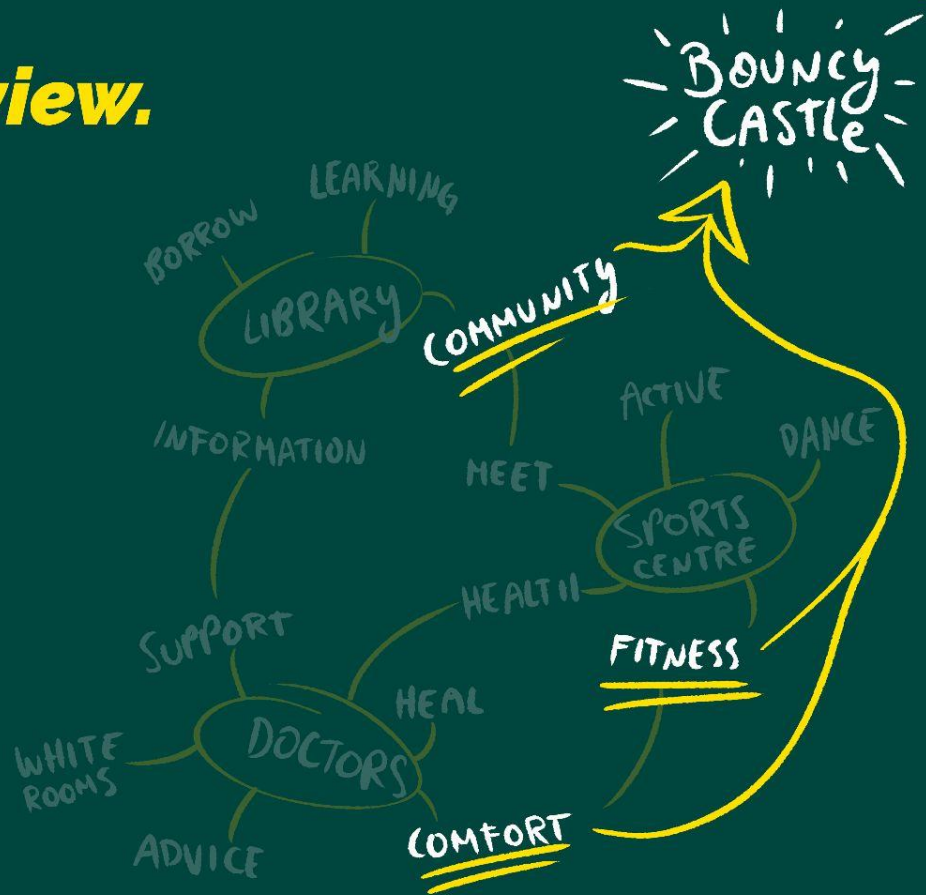




# Word association review.

Let's take time to reflect on the word association mind maps you created earlier. Find the words that some of your buildings shared or were similar in function.

- \* How can some of your buildings be combined to create a mixed-use or flexible space?
- \* Consider how introducing sliding doors and walls can transform and change the functionality of the space.
- \* Begin to design your mixed-used spaces and plan your island neighbourhood.



# ***The old ways of living cannot continue here!***

Your island has a limited amount of resources (same as our planet), so what you create must work in the limited space, respect nature and be as regenerative and flexible as possible.

Your design solutions will have to follow the ethos of three modern human habitat design genres that put nature and community at the centre - a 15-minute-neighbourhood (which we already covered), Solarpunk and Circular Cities.





## ***Solar & punk?***

Solarpunk is a literary genre and art movement that envisions how the future might look if humanity succeeded in solving major contemporary challenges with an emphasis on sustainability, human impact on the environment and addressing climate change and pollution.

It's a much nicer future scenario than the dark dystopian stories we have gotten used to.



# Solarpunk aesthetic.

The central theme throughout Solarpunk is the integration of advanced technologies into society in a manner that improves social, economic and environmental sustainability.

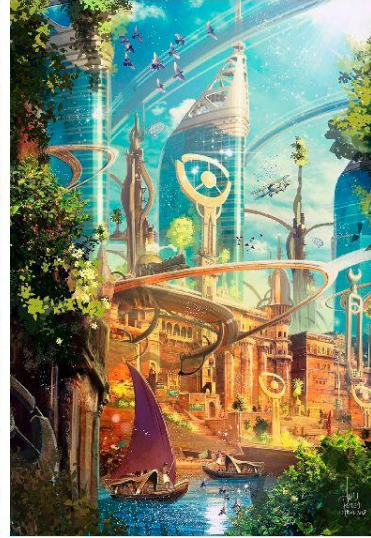
Although Solarpunk is concerned with technology, it also embraces low-tech ways of living sustainably, such as gardening, permaculture, regenerative design, positive psychology, metacognition, and do-it-yourself ethics.

Here are some examples of how designers, architects and artists have envisioned a Solarpunk future.

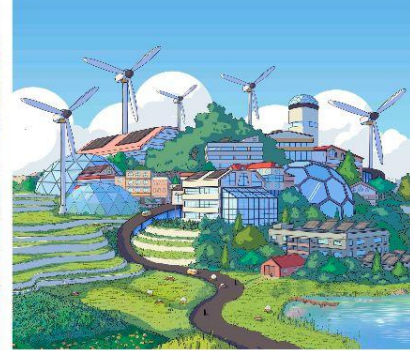
SOLARPUNK CONCEPT ART BY RITA FEI



KARMA CITY BY LUIS PERES



SOLARPUNK CITY BY NUSA STIGLITZ



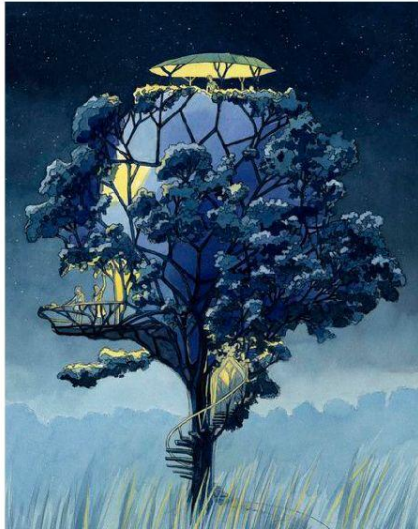
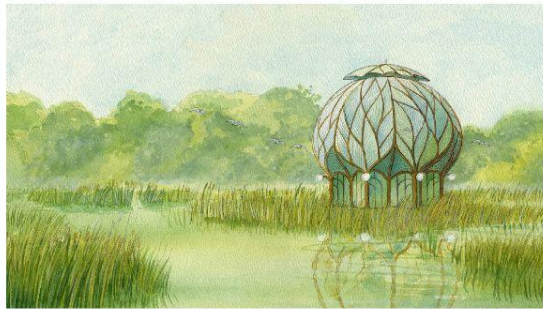
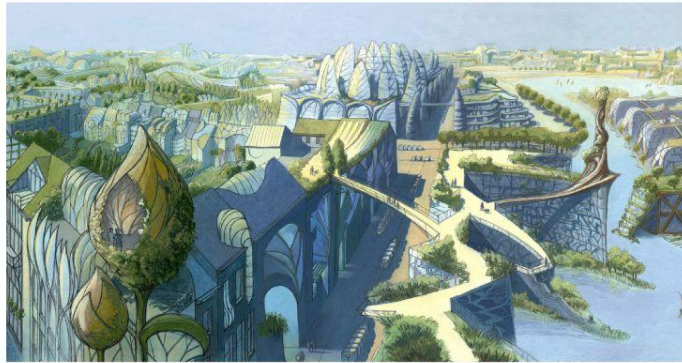
SYMBIONT WORLD BY JIMMY P. DUDA



WATCH THE VIDEO

DEAR ALICE BY  
THE LINE FOR CHOBANI





# ***Solarpunk architecture***

Luc Schuiten is a visionary Belgian architect who popularised unique concepts of archiborescence and 'plant cities', and has been inventing new, resilient and poetic places to live based on his observations of nature. His designs and artwork have inspired many Solarpunk fans and give a reason to pursue a more natural and environmentally respectful future.

**-> EXPLORE MORE OF LUC'S WORK**



# ***Solarpunk attitude.***

DIY spirit and craftsmanship are crucial parts of the Solarpunk movement. And if advanced technology is not readily available, these two skills are essential for changing our modern wasteful ways.

To survive on Solarpunk Island, you will have to build your neighbourhood from what's available. Get inspired by what Solarpunk attitude to life can do by exploring videos of the incredible builders transforming any wild jungle environment into comfortable living spaces by using creativity, craftsmanship, patience and a few basic tools.

-> EXPLORE MORE OF @PRIMITIVESURVIVALLIFE

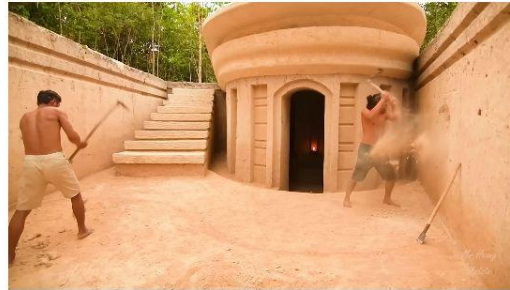
-> EXPLORE MORE OF @SURVIVALBUILDER

-> EXPLORE MORE OF @PRIMITIVESURVIVALTOOL

-> EXPLORE MORE OF @MRHEANGUPDATE



WATCH THE VIDEO



WATCH THE VIDEO







AI'S INTERPRETATION OF  
INDIGENOUS INTERIOR DESIGN IN  
SOLARPUNK MOVEMENT

## SOLARPUNK ISLAND CHALLENGES

# *Keeping the temperature*

It gets cold at night, but hot during the day. Prioritising warmth during the night and staying cool in the day is crucial for maintaining optimal health, comfort, performance, and safety in the face of fluctuating temperatures on the tropical island.

How could buildings be designed to adapt to quick temperature changes and keep you comfortable?

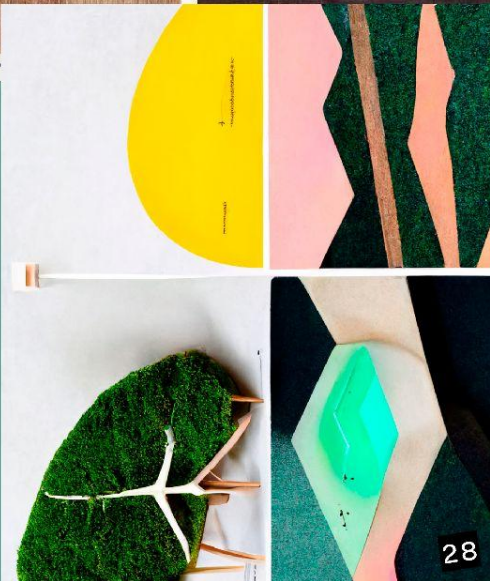
# Collect a mood board for your Solarpunk neighbourhood.

Reflect on the buildings and the types of spaces you want to create in your island neighbourhood.

How can these be transformed by incorporating the Solarpunk aesthetic?



PROMPT FOR AI:  
A MOOD BOARD WITH SKETCHES, SOLARPUNK  
IDEAS, ARCHITECTURE, FOREST, COLOURS,  
SHAPES AND PATTERNS.

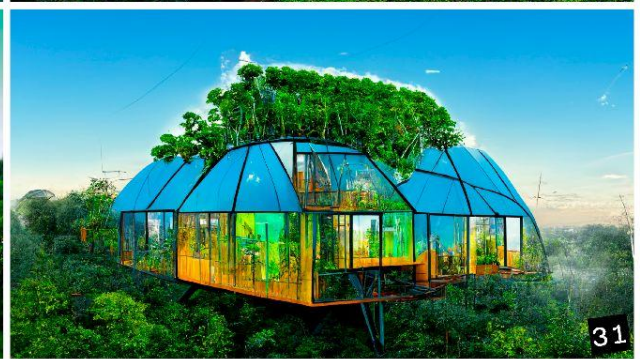




WE ASKED MIDJOURNEY AI TO PRODUCE A FEW  
SOLARPUNK-ISLAND-RELATED IMAGES TO HELP  
YOUR CREATIVITY GO EVEN FURTHER.  
HERE'S WHAT IT CREATED BASED ON  
DIFFERENT PROMPTS.













***In circular cities, products, services and infrastructure are designed to be shared, leased & easily repurposed.***

**Let's make Solarpunk Island a circular island!**

# ***Circular cities.***

Currently, the way humans live in cities produces a lot of waste and consumes a lot of energy in one concentrated place. Dense populations, complex infrastructure and unequal access to resources are some of the biggest reasons why the way we build and develop our cities has to change to allow populations to flourish and communities to improve.

A Circular city is an urban living concept that reimagines the city territory and its infrastructure based on the circular economy principles:

- \* Design out Waste
- \* Keep materials in use
- \* Regenerate natural systems

Through this transition, cities seek to improve resource access, lower emissions, protect and enhance biodiversity, and reduce social inequities.

WATCH THE VIDEO



PRINCIPLE 1

**DESIGN OUT WASTE & POLLUTION**



## BENEFITS OF CIRCULAR CITIES (AND ISLANDS)

# ***Powered by renewable energy.***

All the energy required for making the city function day in and day out would come from renewable and local sources. Everything from the local transportation to the lights in every single cafe and shop would be produced from the harnessed forces of nature.



BENEFITS OF CIRCULAR CITIES (AND ISLANDS)

## ***Clean and shared mobility.***

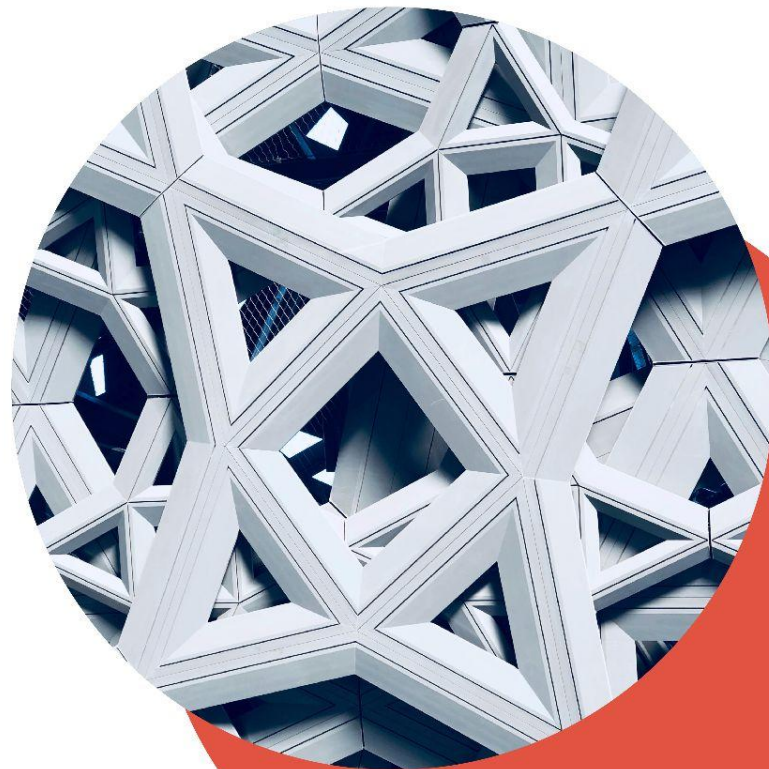
Both the transportation services and personal vehicles would utilise energy from renewable sources. They would also participate in the sharing economy, where each vehicle could be leased and swapped within the community.





## ***Flexible and multipurpose buildings.***

In circular cities, the buildings are designed to be flexible, modular and communal to benefit the broader community as much as possible. For example, office buildings could become arts & crafts markets during weekends, and school sports halls transform into public activity spaces or music venues during the summer.



BENEFITS OF CIRCULAR CITIES (AND ISLANDS)

## ***Waste recovery & bio economy.***

All the waste in a circular city is designed out from the start. Nothing is ever just thrown out. The items and products that are no longer usable are broken down into their parts and repurposed to build new things. The biological waste is collected appropriately and redistributed to feed the land on which the city is built.





# How can you build a circular island neighbourhood?

## Crazy 8s.

Put down ideas for how your island neighbourhood could be circular.

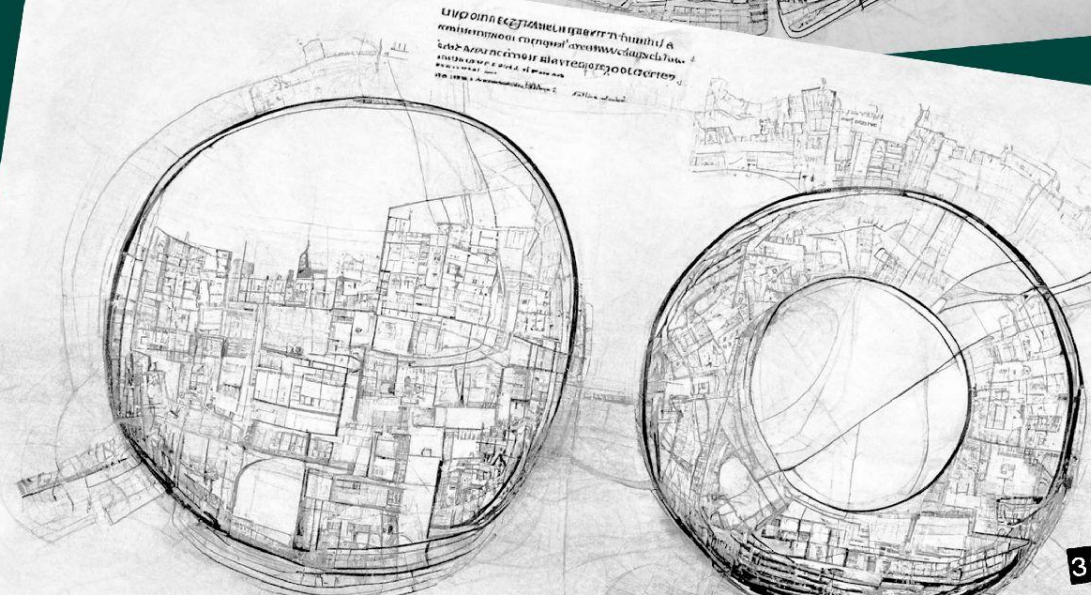
Then take your favourite ideas and do Crazy 8s to expand your designs.

## Revisit your eight chosen buildings/areas.

Think how they will have to be created in order to follow the circular city core concepts?

ACTIVITY

PROMPT FOR AI:  
ARCHITECTURAL DRAWING OF A CIRCULAR  
CITY PLAN AS A PENCIL DRAWING



## ***Rethinking how we live.***

Now that you're on the island with limited resources, it's important to be knowledgeable about how to use them wisely. Luckily, many people, communities and organisations have been sharing their ideas for scaling back our dependence on industrial production and advanced technologies. Humanity as collectives can embrace new (and ancient) approaches to life and evolve our habitual and industrial practices in a way that respects nature.





RETHINKING HOW WE LIVE

## ***Solar cooking.***

The sun has endless energy, and humans have been figuring out ways how to harness it in our favour for a very long time. One such tool that does it brilliantly is a solar cooker. A reflective surface concentrates the sun rays in one spot, creating enough heat to cook any food without the need to burn wood, coal, use gas or electricity. It's completely clean-energy cooking without creating any pollutants and endangering life during the cooking process.

-> EXPLORE MORE FROM  
SOLAR COOKERS INTERNATIONAL

RETHINKING HOW WE LIVE

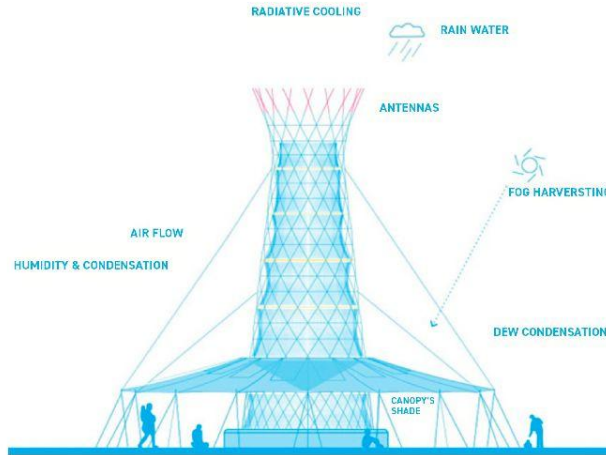
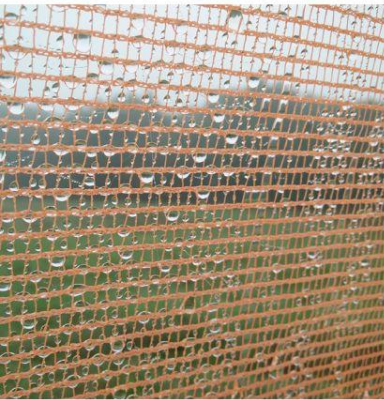
# Repurpose clothing.

Fast fashion is one of the largest polluting industries in the world, continuing to emit tons of CO2 into the atmosphere and producing an incredible amount of waste. It's currently estimated that around 85% of all textiles created end up in landfills, and about 60% of all of them are made out of plastic components that break down into small pieces and end up in our air and water.

By giving our clothing and textiles second life, we can produce unique pieces and keep the materials in use and out of landfills.







RETHINKING HOW WE LIVE

# ***Finding water where it's scarce.***

Clean drinking water is a luxury we are taking for granted. With extreme seasonal heat waves predicted in the near future across the world, it will become increasingly more difficult to access drinking water even in the so-called developed countries.

Innovations like the Warke Water bamboo tower show how by observing the natural world, we can get inspired by nature and use our craftsmanship to find ingenious ways to harness the earth's resources in a non-intrusive way.

-> EXPLORE MORE FROM WARKA WATER

RETHINKING HOW WE LIVE

# Earthships

An Earthship is a style of architecture developed by architect Michael Reynolds. It is designed to be a self-sustainable vessel made of natural and upcycled materials such as tyres and glass bottles.

The Earthships are built to provide six basic human needs for harmonious life on earth:

- \* Safe and comfortable shelter
- \* Accessibility to food all year round
- \* Clean and renewable energy
- \* Access to clean water
- \* Efficient garbage management
- \* Sewage treatment capabilities



-> EXPLORE MORE ABOUT EARTHSHIPS



# Think of other DIY and low-tech solutions for creating your habitat more advanced.

Let's try the SCAMPER method to find new and innovative ways to improve your neighbourhood and the individual spaces within it.

SCAMPER is an exercise in thinking that challenges the existing "truths" about products, services or situations and helps you explore new possibilities by looking at them from a different perspective. At the core of this exercise are seven prompts that invite you to question a specific situation or problem you are trying to tackle and help you come up with new ideas that you previously might not have considered.

SCAMPER stands for:

**S**ubstitute / **C**ombine / **A**dapt / **M**odify (also *Magnify and Minify*)  
**P**ut to another use / **E**liminate / **R**earrange (also *Reverse*)

## BEFORE YOU START:

Pick a specific space / building from your planned habitat (or any of the key features from them) and use SCAMPER prompts to tackle one problem at a time.

You can do this exercise for all eight areas in your neighbourhood.

-> LEARN MORE ABOUT  
THE SCAMPER METHOD

# Think of other DIY and low-tech solutions for creating your habitat more advanced.

## SUBSTITUTE

What can I substitute or change in my product, problem or process with something else?

## ADAPT

What will happen if the product or problem is used in a different situation?  
How will it adapt?

## PUT TO ANOTHER USE

How can I use my product or situation differently, or what can be reused from elsewhere to solve the problem?

## REARRANGE

How can I change the ingredients, reorder the process, or reverse the product or problem?

S

C

A

M

P

E

R

## COMBINE

How can I combine two or more parts of my product, problem, or process so I can create a new and improved solution?

## MODIFY

What can I modify or put more or less emphasis on?  
What can I change, and which parts are the most important ones?

## ELIMINATE

What can I take away, simplify or streamline to improve the result?



# *Stranded with Treasure*

You discovered a number of useful materials on the ships wreckage. You must transport them to your neighbourhood. Think about the most effective way to transport large and heavy items to your camp.



AI'S INTERPRETATION OF  
PEOPLE TRANSPORTING MATERIALS  
ON THE ISLAND

# ***Building your safe community***



## ***Light at night***

You've found some electronics on the ship's wreckage, how could you use these so you can see at night time?



## ***Food to eat***

How do you know the plants on the island are safe to eat? How could you ensure a constant food source?



## ***Keeping healthy***

How can you survive and thrive on the island?



# ***Brand your island neighbourhood.***

Let's give your neighbourhood an identity that represents your character and the space you want to create within Solarpunk Island. Think of colours, patterns, symbols and the story you want to tell.



## ***Get inspired by Trash Isles.***

Have a look at this case study of how Trash Isles (a.k.a. the great garbage patch of plastic in the middle of the Pacific Ocean) became its own country to raise an important awareness about plastic pollution.

- \* What do you think of the idea?
- \* Would you want to be a citizen of Trash Isles?
- \* Could they have done something more to improve their cause?

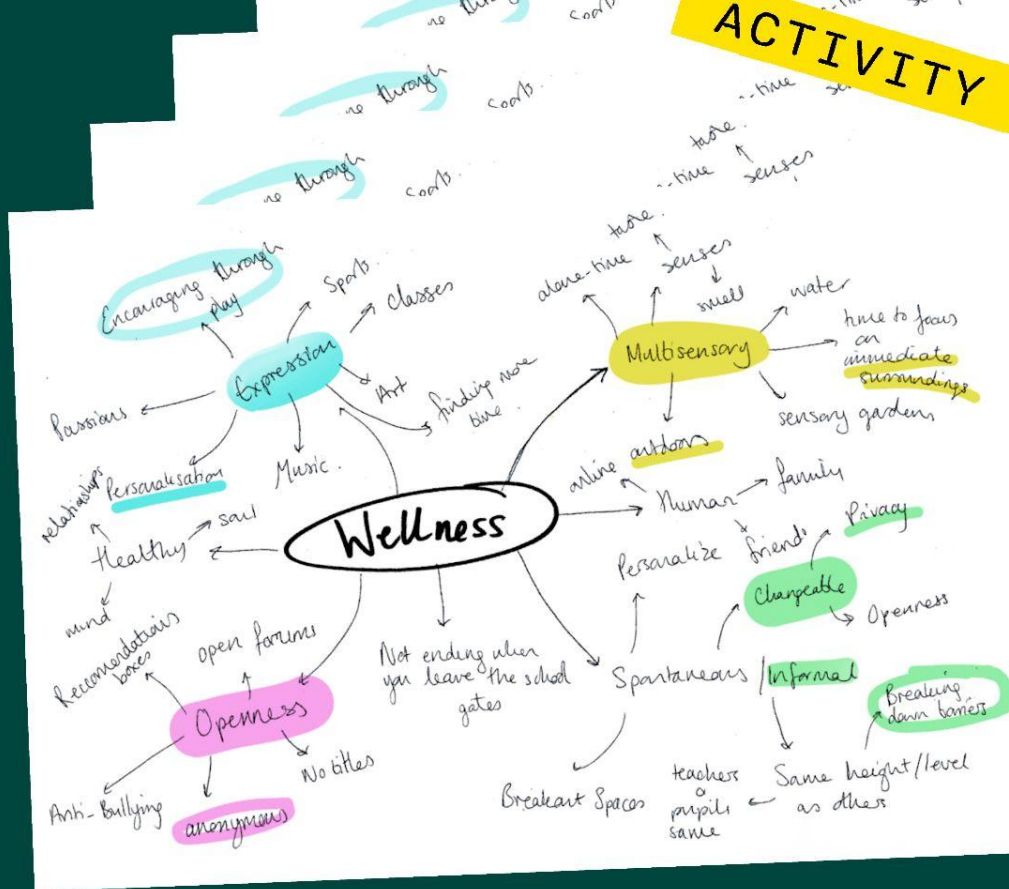


# Name your island neighbourhood.

Let's draw mind maps! Pick a few starting words or prompts you would like to explore, like your name and surname, your favourite part of the island neighbourhood, or a word or symbolism you like, and write them down inside a circle. They are now the starting points for your mind maps.

Explore ideas and various associations to these central themes and start to branch them out. You can explore each new word further with new associations and create child branches.

Keep going until you find the name you like the most.





## *Design your own flag.*

Your neighbourhood deserves to have its own flag, so each community member knows when they have crossed over into someone else's territory.

What to consider when designing a flag:

### CONTEXT

Think of what you're trying to communicate with your flag.

### SIMPLICITY

It is important to make the flag memorable and recognisable. For the best result, use simple shapes and symbols.

### COLOURS

Pick colours that tell your story. It's also good practice to limit your choice to a maximum of four complimentary colours.



## EXAMPLES OF COUNTRY FLAGS FROM ACCROSS THE WORLD



EUROPEAN UNION



JAPAN



TOGO



SOUTH KOREA



SWITZERLAND



SRI LANKA



SERBIA



CAMBODIA



KAZAKHSTAN



CZECH REPUBLIC



CANADA

# Design your local garments.

You're on an island in the middle of nowhere, and soon enough, your clothes will get worn out from all the building you've done.

Take time to consider your new Solarpunk wardrobe. What materials will you use to make new clothes? Can you repurpose old textiles?

Sketch out your ideas and create mood boards to help communicate your ideas.



AI'S INTERPRETATION OF PEOPLE STRANDED IN NATURE HAVING TO FIGURE OUT HOW TO DRESS APPROPRIATELY USING ONLY WHAT'S AROUND.

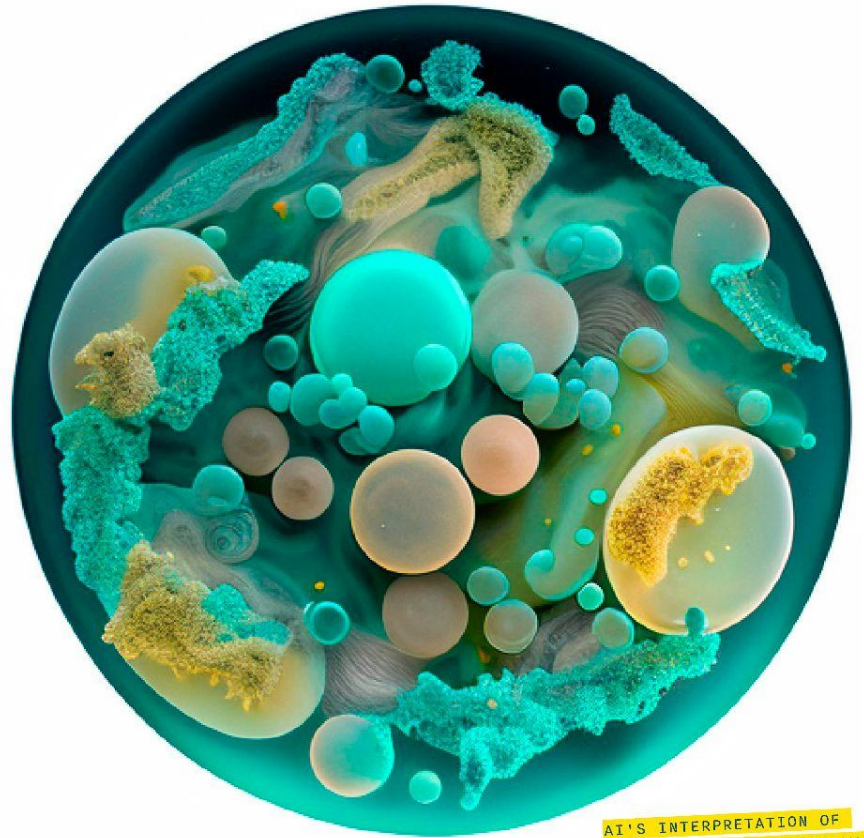
ACTIVITY



## ***Source of water***

A stream is an hour's walk from your camp, but your companion still has difficulty carrying heavy bottles through the thorny jungle. Your friend suggests drinking sea water, which is plentiful and nearby.

- \* Is it safe to drink sea water?
- \* How can you test if water is safe?
- \* What are other ways to collect fresh water?
- \* How can you transport water more efficiently?



AI'S INTERPRETATION OF  
MICROORGANISMS IN SEA WATER

# ***Sunburn***

Despite the fact that you recall packing a bottle of sunscreen before your trip, you can't find it in your luggage. As a result, you are now faced with the harsh reality of suffering from a sunburn after spending the entire day in the scorching equatorial sun.

- \* How can you protect yourself from the sun?
- \* Are there any plants or minerals you can use to protect your skin?
- \* What are the other dangers of staying in the sun?



AI'S INTERPRETATION  
OF SUNRISE



# First Aid

It is important to treat injuries promptly to prevent infections, promote healing and relieve pain. In the wild, certain plants can be used to treat injuries and illnesses.

- \* What plants you can use to help you treat the injury?
- \* What plants can help you with pain relief?
- \* How and why should you protect yourself from insect bites?



# Protecting the island

While exploring the rocky side of the island, your neighbour stumbled upon a few eggs and suggested boiling them for breakfast. However, upon closer inspection, you realised that these eggs belonged to the endangered species known as Blue-Footed Boobies, prompting the need to return them to their nest. Despite your reasons, the neighbour is relentless about keeping the eggs.

- \* Why is it important to protect endangered species and how can you protect them?
- \* How can you convince your neighbour to return the eggs?



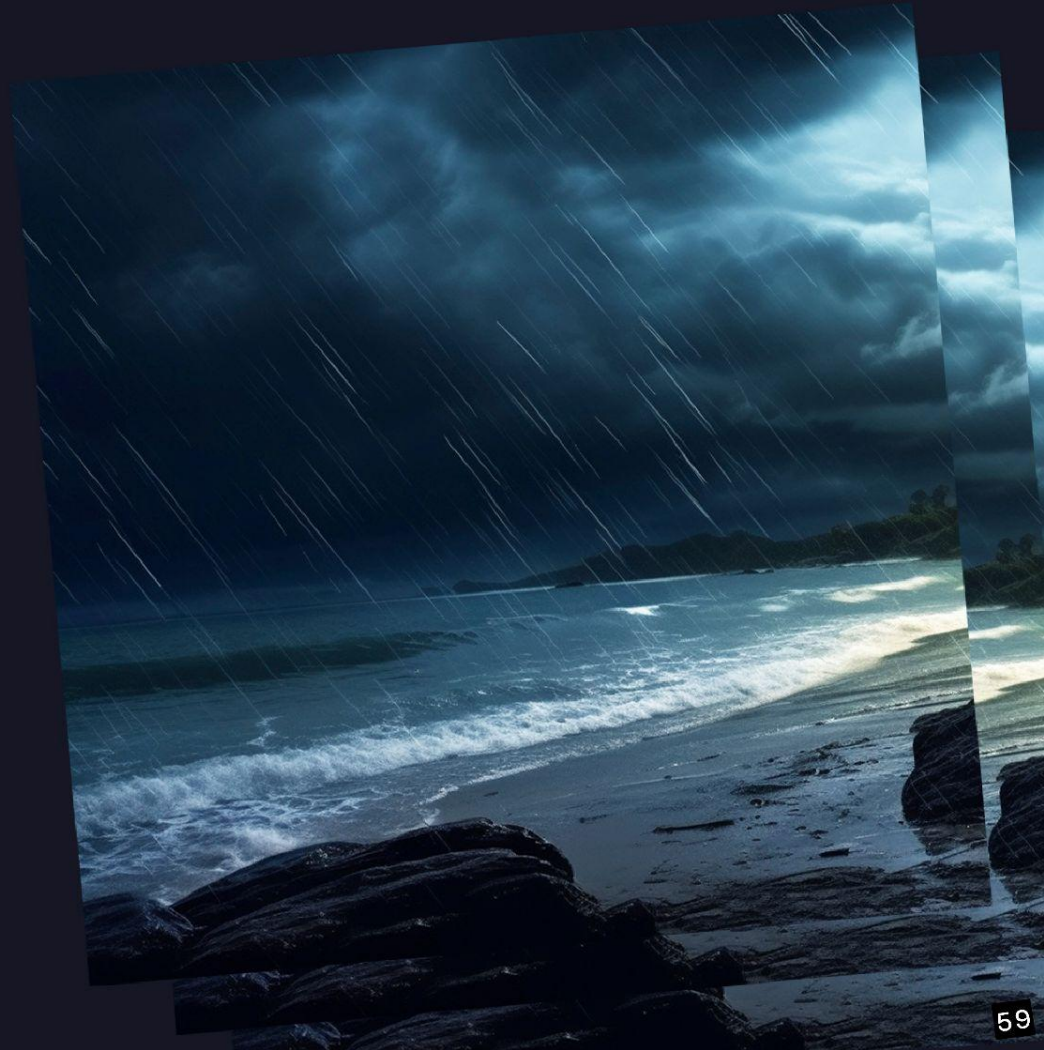
AI'S INTERPRETATION OF  
BLUE-FOOTED BOOBIES  
IN NEST



# *Tropical Storm*

The roof of your shelter has sustained significant damage as a result of a violent tropical storm that battered the island overnight. You consider the best course of action and wonder how to improve the design of your house, ensuring its durability and resilience to withstand future storms.

- \* What can you salvage from the storm to rebuild your house?
- \* What natural structures can inspire you to make your home more secure?
- \* Are there any elements or objects from the ship that can help you?



## ***One day of your life on the island.***

It's time to finalise all the elements of your neighbourhood and tell your story of daily life on Solarpunk Island. Think about how what it feels like to live on the island, what are your responsibilities on the island and how do you occupy yourself from early morning to night-time.



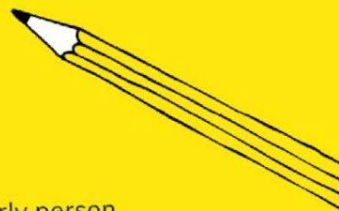
# A day in your life...

In 24 squares (one for each hour of the day), draw and write a story of you and your buddy living in the neighbourhood and using the spaces you've created for you both.

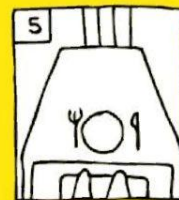
You can draw each scene with simple stickmen and use annotation to explain the story.

Consider ways how you could take your world further:

- \* Can you build it out of LEGO?
- \* Can the neighbourhood be created in Minecraft?
- \* Can you make it out of paper and card?
- \* Can you make prototypes of their outfit?



A day in the life of an elderly person



## *Solarpunk Tribes*

In groups of 4-6, bring together people from neighbouring areas and discuss your neighbourhoods and how to make connections between them. Can you draw a complete map of the island?

How can you share resources and spaces to create a better community?

How can you update your designs to accommodate someone else's needs, so your community is more inclusive?



A large cargo ship is seen from a distance, sailing on the ocean. The sky is filled with soft, golden light from a setting or rising sun, creating a dramatic atmosphere. The ship is dark against the lighter sky and water. The water has a textured, wavy appearance with some white foam from the ship's wake.

# ***You notice a ship on the horizon!***

A ship appears on the horizon, possibly offering rescue and the opportunity to return home.

Reflecting on your efforts to create a more sustainable way of living, you contemplate whether you have indeed created utopia.

Now, the decision lies before you:  
Would you prefer to leave the island and return to your previous life, or remain on the island to nurture and expand the Solarpunk community?



Share your story with us  
using this hashtag #solarpunkisland

See more resources at  
[daydreambelievers.co.uk](http://daydreambelievers.co.uk)