

Carson's Milieu

"**Carson's Milieu**" is the environment module at Beaconhouse Notion of Academia '25, meticulously designed to inspire delegates to address the pressing challenges of environmental science and sustainability. Combining theoretical insights with hands-on activities, it encourages delegates to think like eco-engineers, sustainability advocates, and policy experts. Engaging activities such as designing sustainable settlements, managing environmental crises, and hands-on prototype development challenge delegates to devise green solutions.

Round

1

The first round, titled "**New Dawn**", challenges delegates to step into the shoes of survivors in a world ravaged by climate change. Delegates will design a self-sustaining settlement that can thrive amidst these disasters. Inspired by innovative concepts like the Eden Project and Eastgate Center, teams will dive into biomimicry, crafting solutions that are as resilient as they are sustainable. Teams will need to create a presentation for their visionary models, explaining how their choices tackle these challenges while preserving the environment. To bring their ideas to life, they will create a physical model of their settlement, showcasing their creativity in building a sustainable future.

Delegate Cap: 3 per team

2

The second round, titled "**Seeds of Survival**", allows delegates to mimic the roles of expert farmers facing a

series of environmental and ecological crises. As climate change accelerates, teams will be challenged to adapt their assigned crops to a variety of unpredictable and extreme situations. From deploying natural pest control techniques to adopting sustainable farming methods, each crisis update will test delegates' ability to balance immediate responses with long-term sustainability. Success in this round depends on their ability to balance immediate actions with long-term environmental impact, ensuring their crops not only survive but thrive while fostering ecological balance.

Delegate Cap: 3 per team

3

The third round, titled "**Waste to Wonder**", unleashes delegates' creativity as they take on the challenge of transforming waste materials into valuable and functional products. Teams will be given a collection of waste materials, based on a theme that will be randomly assigned, to craft their prototype. They will use a fixed number of tokens to purchase resources from a central marketplace, where materials are priced differently. The marketplace presents challenges that test delegates' resource management and decision-making skills. The goal is to balance tokens and select materials to use on top of provided waste materials to create an inventive, eco-friendly prototype.

Delegate Cap: 4 per team

Note: The information in this document is subject to changes.