

# Business as usual



## END OF LIFE CHOICES

Insufficient investment in disassembly, reuse and recycling plants.

Insufficient engineering skills and capacity to recycle critical materials domestically.

Paying to export or landfill valuable critical-material rich waste.



## DESIGN & DESIGN SKILLS CHOICES

Goods and infrastructure are designed only for least cost and highest performance.

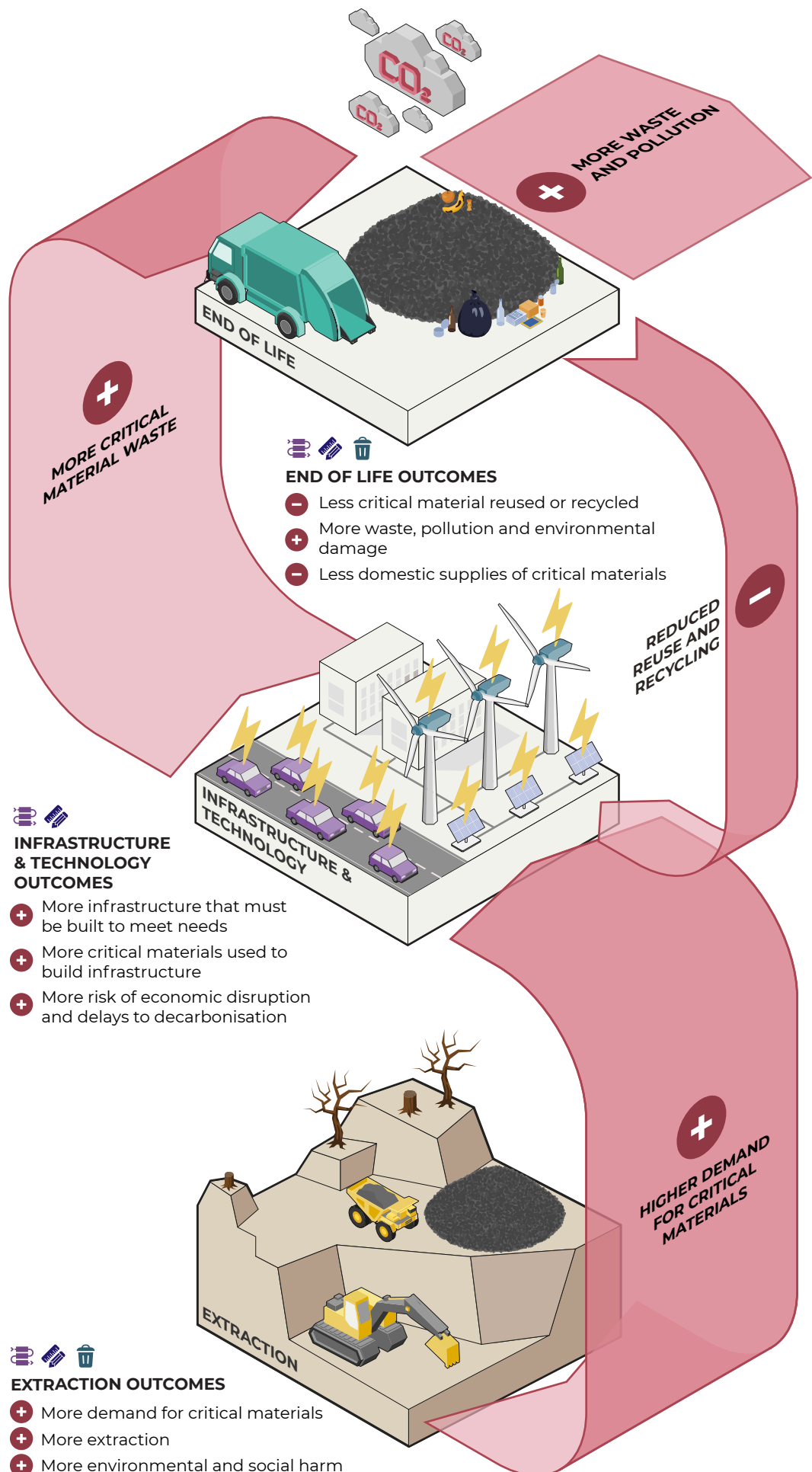
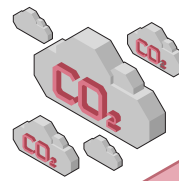
Goods and infrastructure are therefore less durable, less resource efficient and are difficult to disassemble, repair, and recycle.



## INFRASTRUCTURE & TECHNOLOGY PLANNING CHOICES

System planning doesn't consider reduction of critical material demand.

High critical materials requirements locked in.



**+ MORE CRITICAL MATERIAL WASTE**

**+ MORE WASTE AND POLLUTION**

### END OF LIFE OUTCOMES

- Less critical material reused or recycled
- + More waste, pollution and environmental damage
- Less domestic supplies of critical materials

**- REDUCED REUSE AND RECYCLING**

### INFRASTRUCTURE & TECHNOLOGY OUTCOMES

- + More infrastructure that must be built to meet needs
- + More critical materials used to build infrastructure
- + More risk of economic disruption and delays to decarbonisation

**+ HIGHER DEMAND FOR CRITICAL MATERIALS**

### EXTRACTION OUTCOMES

- + More demand for critical materials
- + More extraction
- + More environmental and social harm

LEGEND: End of Life Choices

Design & Design Skills Choices

Infrastructure & Technology Planning Choices

# A resource efficient economy



## END OF LIFE CHOICES

UK investment and international collaboration delivers a network of recycling infrastructure enabled by circular design.

Engineering skills and capacity match demand required for increased recycling of materials.

Critical material rich waste is reused or recycled.



## DESIGN & DESIGN SKILLS CHOICES

Goods and infrastructure are designed for:

- reparability and longer life

- substitution of critical materials
- resource efficient design
- design for disassembly and re-use or recycling.

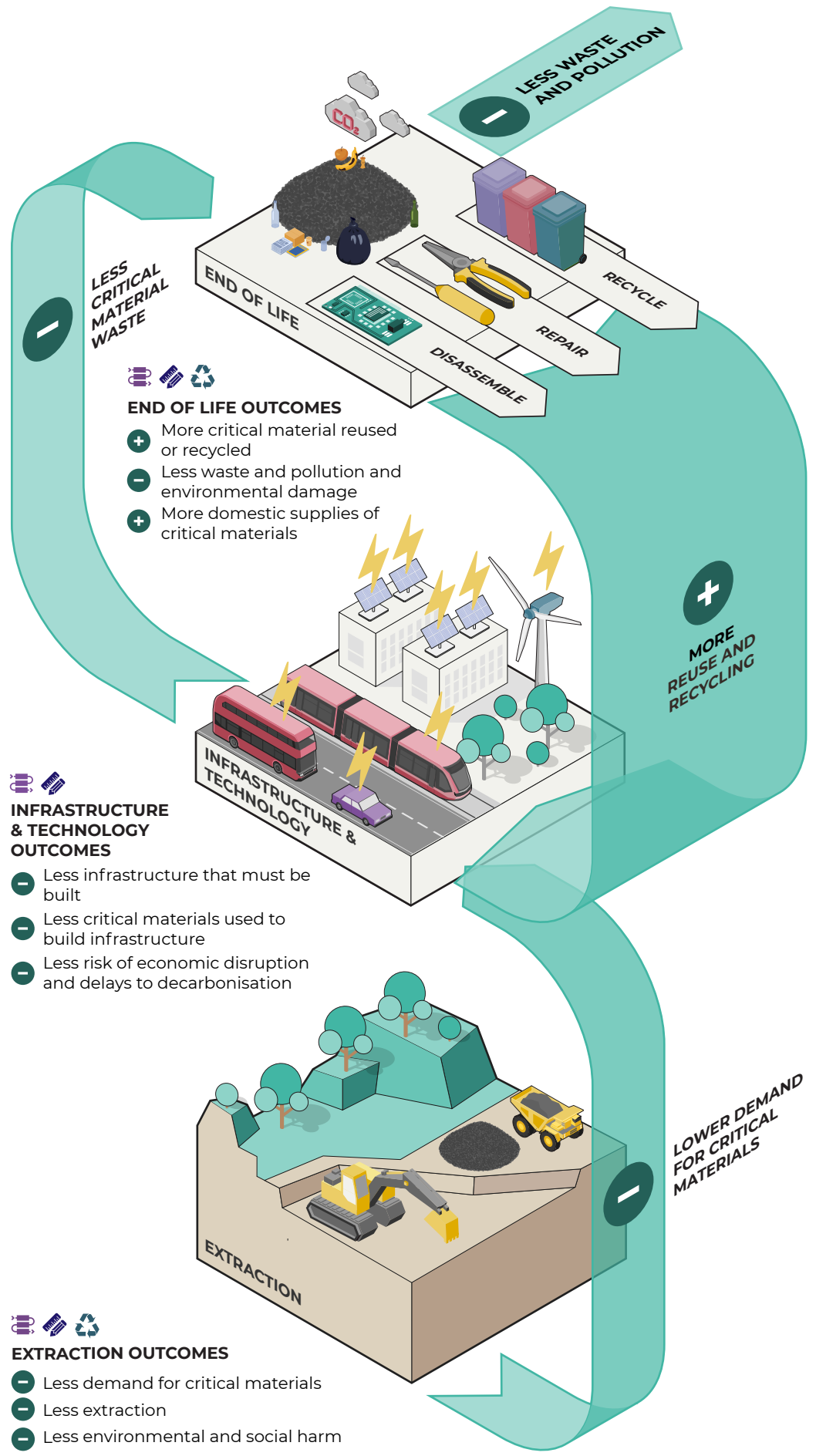


## INFRASTRUCTURE & TECHNOLOGY PLANNING CHOICES

Decisions made with materials in mind.

Resource-efficient system design.

Meeting needs in creative ways.



LESS CRITICAL MATERIAL WASTE



### END OF LIFE OUTCOMES

- + More critical material reused or recycled
- Less waste and pollution and environmental damage
- + More domestic supplies of critical materials



### INFRASTRUCTURE & TECHNOLOGY OUTCOMES

- Less infrastructure that must be built
- Less critical materials used to build infrastructure
- Less risk of economic disruption and delays to decarbonisation



### EXTRACTION OUTCOMES

- Less demand for critical materials
- Less extraction
- Less environmental and social harm

LEGEND: End of Life Choices

Design & Design Skills Choices

Infrastructure & Technology Planning Choices