

#### our mission

To develop circular economies of food production, energy conservation and material reuse, while empowering people of all backgrounds to make their cities healthier and more efficient.

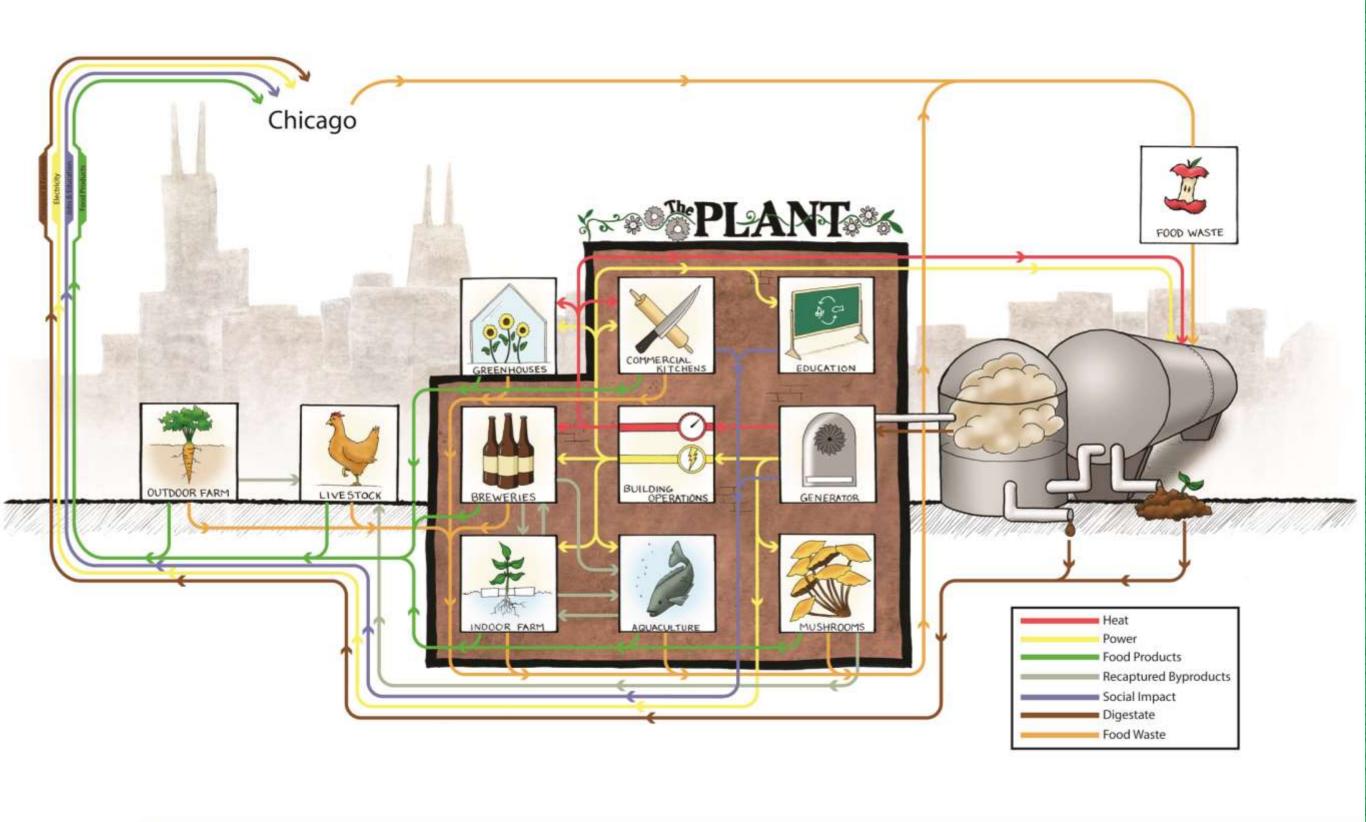
#### What is a Circular Economy?

In a circular economy, conventional waste streams from one process are repurposed as inputs for another, creating a circular, closed-loop model of material reuse.



















#### Outputs as Inputs @ The Plant

Bakery: ash → lye

Brewery: spent grain -> livestock feed, growing medium, bread, biobricks

<u>Coffee roaster</u>: chaff → growing medium, biobricks

<u>Mushroom farm</u>: straw → bulking agent, mulch

<u>Shrimp/aquaponics farm</u>: poop → nutrients for algae

<u>Algae</u> → Fish feed

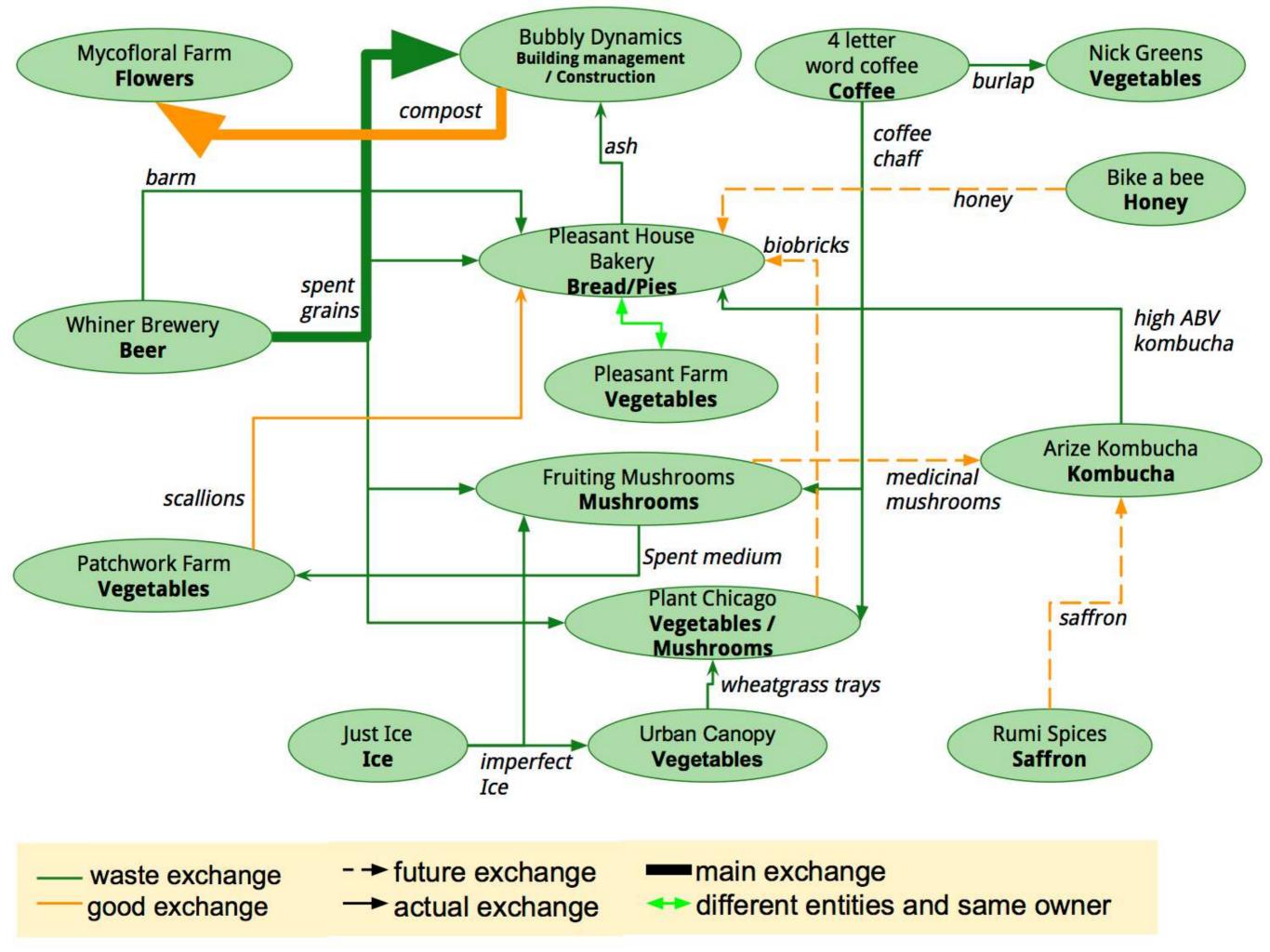
<u>Greens/produce</u>: excess organic material → compost

<u>Kombucha</u>: SCOBY → other consumables?

<u>Spices</u>: packaging material → mushrooms?

<u>Ice</u>: water → indoor or outdoor agriculture use?





#### **OUTLINE OF A CIRCULAR ECONOMY**

PRINCIPLE

1

Preserve and enhance natural capital by controlling finite stocks and balancing renewable resource flows ReSOLVE levers: regenerate, virtualise, exchange



Regenerate

Substitute materials

Virtualise

Restore

virtualise, exchange Renewables flow management Stock management Farming/collection1 Parts manufacturer Biochemical PRINCIPLE feedstock Product manufacturer Recycle Regeneration Biosphere Optimise resource yields Service provider by circulating products, Refurbish/ components and materials Share remanufacture in use at the highest utility at all times in both technical Reuse/redistribute and biological cycles ReSOLVE levers: regenerate, Biogas share, optimise, loop Maintain/prolong Cascades User Collection Collection Extraction of biochemical feedstock<sup>2</sup> PRINCIPLE Minimise systematic Foster system effectiveness leakage and negative by revealing and designing externalities

out negative externalities All ReSOLVE levers

1. Hunting and fishing

2. Can take both post-harvest and post-consumer waste as an input

Source: Ellen MacArthur Foundation, SUN, and McKinsey Center for Business and Environment; Drawing from Braungart & McDonough, Cradle to Cradle (C2C).

#### Rethinking vocabulary in a circular economy

- We become "users" not "consumers"
- Redefining "waste". Waste is an opportunity!
- Biological and technical "nutrients"
- CE is "regenerative" or "restorative" by design
- The many R's (reduce), reuse, refurbish, remanufacture, recycle.
- Materials, nutrients, molecules... whatever you call it... it's not <u>waste!</u>

#### Key principles of our local circular economy

- 1) Renewable energy is requirement!
- 2) "Waste" is minimized, either in materials or energy
- 3) Product economy moves towards a service economy
- 4) Fast moving goods (high volume and frequent purchases) should be biologically based and safe to return to the environment
- 5) Economic growth without using "new" materials or nutrients
- 6) Shared economic success
- 7) Equitable economic success

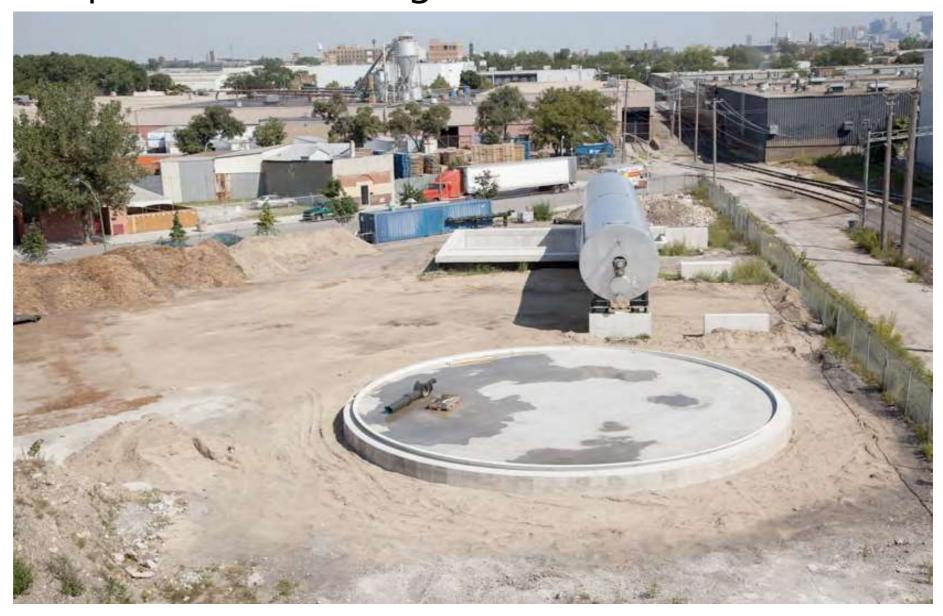
#### The limitations of a circular economy

Creating a "regenerative" economy has to take into account those aspects of society that are not easily monetized.

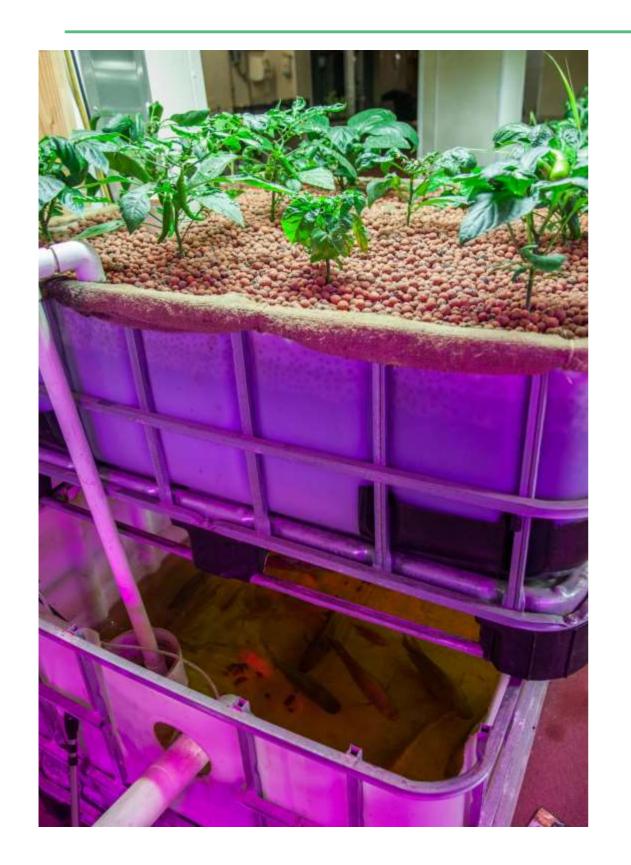
- Equity
- Open space
- Meeting community needs
- Meeting ecosystem needs

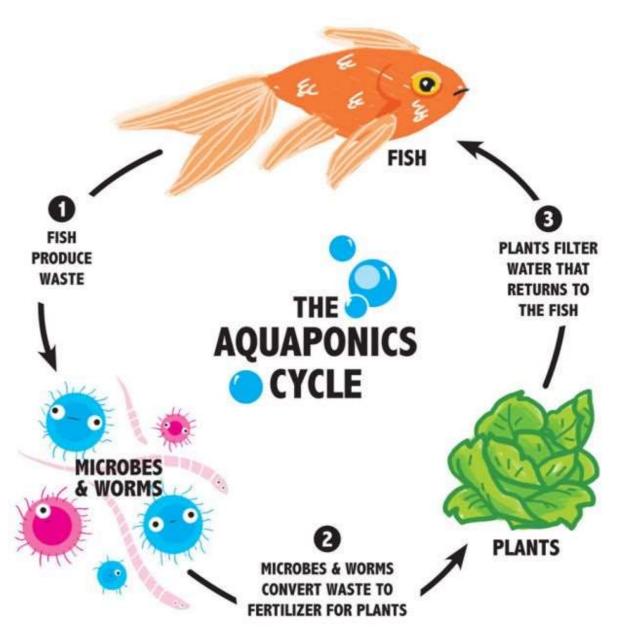
### Three examples in a local circular economy

- Technology example: Anaerobic Digestion









#### Research





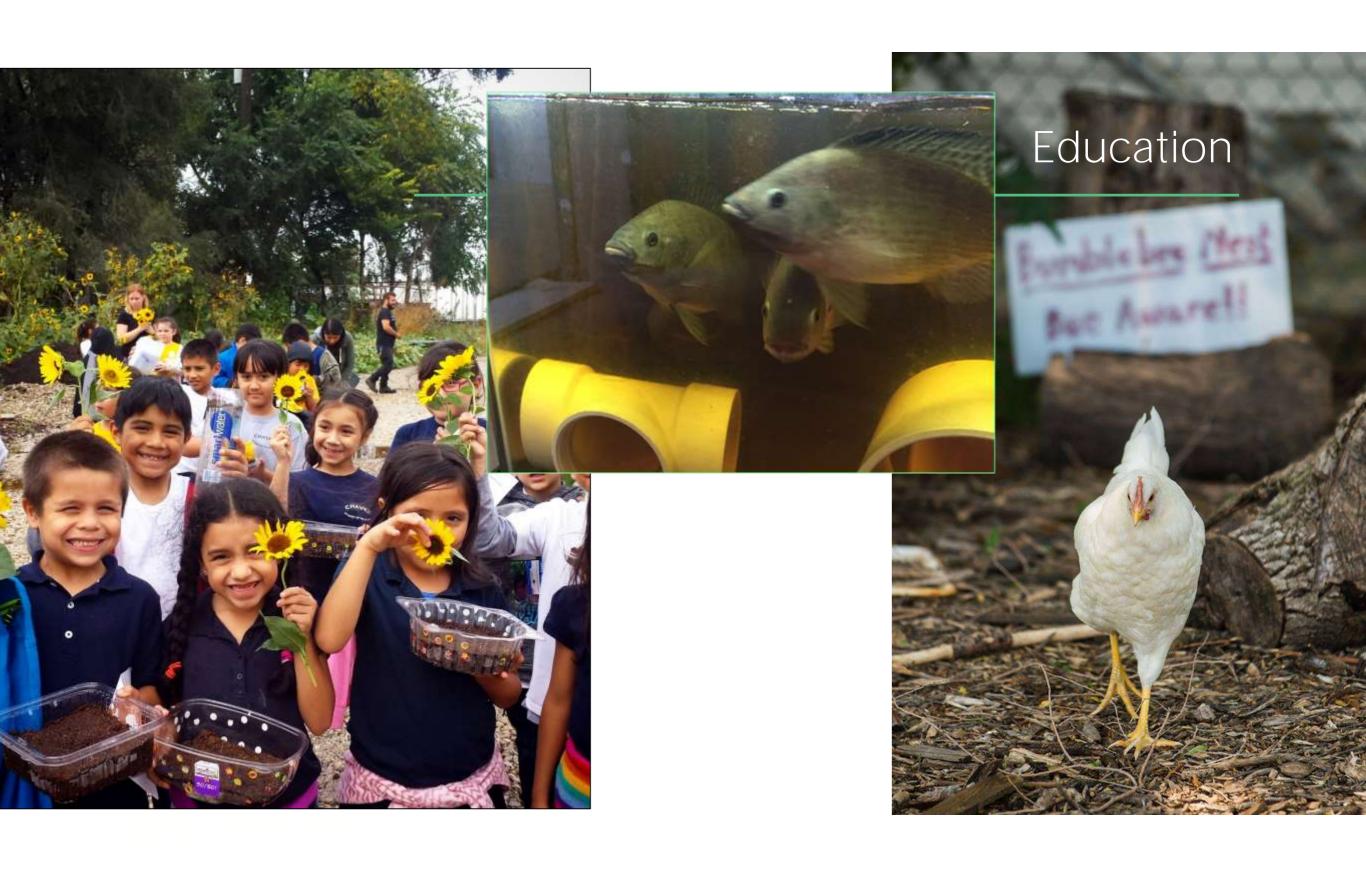


## Technology Demonstration

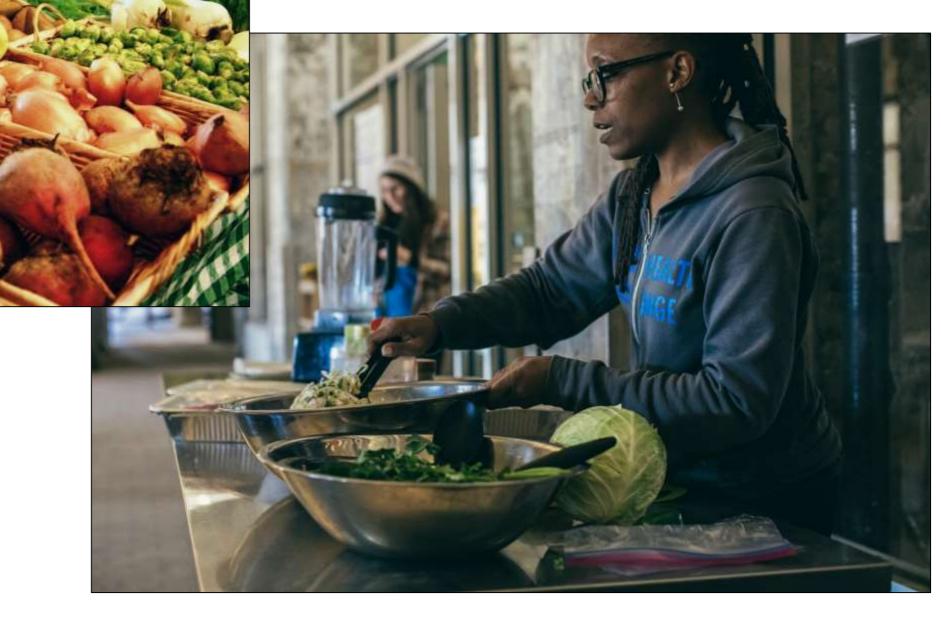












#### Plant Chicago's 2016 Programmatic Achievements

- Over \$3,800 worth of healthy food incentives distributed
- 35 small food businesses supported in 2016 (60% women or minority owned)
- Currently averaging over 400 visitors per market (30% from Back of the Yards)
- Over 3,000 students participated in education programming
- 6 reports on research projects open sourced on our website
- Supported 7 future innovators in the circular economy space
- Partnered on a material flow analysis on businesses in *The Plant*





# PLANT CHICAGO

Closed Loop • Open Source

# Technology Demonstration













