Designer Drawings

Guides
1st Wargrave

This activity is a 'UMA' from the Express Myself (dark pink) theme. It counts for 30 minutes.

Aim of activity: Bring out your inner designer! Find out what happens when you ignore the design process. Think fast to get your designs finished.

What you'll need:
- Paper
- Pens

What to do:

1. Write 5 different objects on separate slips of paper and fold them in half (for example - table, car, etc).

2. When designing something there is a range of criteria that designers need to think about so that people will want to buy it and/or use it. Decide on 5 design criteria, such as - something not seen before, useful, simple, long lasting. Think of your own and write each one on a separate piece of paper and fold them in half.

3. Decide on 5 opposite design criteria such as boring, useless, complicated, over the top, breaks easily. Think of your own and write each one on a separate piece of paper and fold them in half. Mix your slips of paper with the positive and negative design criteria together. You will now have 2 piles of paper slips – objects and design criteria (positive and negative).

4. Take one slip of paper from each pile and create a quick sketch to meet your criteria. For example, a useless table might be wonky. Carry on doing a quick sketch for all of your objects, each with a different design criteria.

5. Which is your favourite design and why?

6. Now, using some of the positive design criteria you thought of earlier, design something – anything you like! Add labels to your design to explain all of the different features.