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| **Design Challenges (20 Minute Makes)** | **AGE 11-14** |
| **Objectives**  | **Background**  |
| * Use new skills to evaluate a graphics product.
* Use new skills to apply designing and making skills to the production of a graphics product.
* Use new skills to understand the design & technology subject area of graphics.
 | This 1 hour session is the 5th of a series of 10 lessons, it is the first half of a 2 hour design challenge where students design and make a logo to promote anti-bullying that is suitable for production in all sizes and with a wide range of media.  |
| **The Big Questions** | **Curriculum Links**  |
| * What makes an effective logo?
* How can a logo promote a strong message about anti bullying?
 | Design & Technology KS3 PoSDesign:* use research and exploration, such as the study of different cultures, to identify and understand user needs
* Use a variety of approaches [for example, biomimicry and user-centred design], to generate creative ideas and avoid stereotypical responses
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| **Unit Summary** |  |
| * This unit of work is a series of 5 design challenges that cover a range of materials areas with students challenged to create a small product in only 20 minutes, within a 2-hour session. Different spiritual, moral, social and cultural themes are explored across the sessions, and a large emphasis is placed on the evaluation of the success of the students’ small product prototype.
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| **(Title)** | **AGE 11-14** |

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| **1 Resources**  | **5 Plenary**  |
| * Student PowerPoint
* Design challenges student workbook
* 40x40mm samples of:
	+ Card(s)
	+ Paper(s)
	+ Etc.
* Selection of drawing items:
	+ Pens
	+ Pencils
	+ Crayons
	+ Etc.
* Class set of Ipads or similar
 | *5 minutes*Students carry out a self-assessment considering which aspects of spiritual, moral, social and cultural issues they have explored through their design work |
| **2 Starter**  |
| 10 minutesStudents explore their own knowledge of logos using an app. That tests then scores knowledge of company logos. |
| **3 Introduction**  | **6 Follow up session**  |
| 10 minutesThe design brief is introduced, and students are asked to design and make a logo to promote anti-bullying that is suitable for production in all sizes and with a wide range of media. Students should discuss how anti bullying is promoted in school. | Students continue the design challenge in the second half of the challenge and will produce a final version of their logo, and provide a detailed evaluation to support further improvement and progress with similar work. |
|  **4 Activity** |  |
| 20 minutesStudents produce their ideas for their logo, adding detailed annotation to explain their ideas and how they support the anti-bullying message. 15 minutesStudents produce quick versions of their chosen logo using a range of different media, so that they produce at least 3 versions to make judgements on how well their logo displays using each combination. |