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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 6th of a series of 10 lessons, it is the second 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 PoS  Design:   * 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. | |
| **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 * Selection of sizes of:   + Card(s)   + Paper(s)   + Etc. * Selection of drawing items:   + Pens   + Pencils   + Crayons   + Etc. * Basic drawing instruments   + Compasses   + Letter stencils   + French curves   + Etc. | *5 minutes*  Students carry out a self assessment of how successfully they have worked practically during the session. | |
| **2 Starter** |
| 5 minutes  The design brief is recapped:  Design and make a logo to promote anti-bullying that is suitable for production in all sizes and with a wide range of media. |
| **3 Introduction** | **6 Follow up session** | |
| 10 minutes  Demonstration of some techniques to achieve a high quality finish on the final version of the logo, including use of drawing instruments, rendering using coloured pencil and use of pens without causing unwanted marks. | | Students can develop and produce their logo using a suitable CAD package. |
| **4 Activity** |  | |
| 20 minutes  Students produce a final version of their logo, they can be provided with an appropriately sized piece of drawing media from the selection they have chosen. They will use appropriate drawing instruments to construct their final logo.  20 minutes  Students write a detailed evaluation using de Bono’s Thinking Hats. | | |