The Design Process 1.2 - Process Posters

"Design is not just what it looks like & feels like. Design is how it works." -Steve Johs



Materials Needed:

GROUP SUPPLIES:

- 1 large piece of paper, poster size -Markers or Crayons

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INDIVIDUAL SUPPLIES:

- 1 sheet of copy paper

-Writing/drawing utensils

CLASS SUPPLIES (optional):

-Glue sticks

-Scissors

-Magazines (or other collage material)

-Construction paper

Now that your students have built bridges and unwittingly used the design process in Section 1.1, it is time to formally present the process to them.

Time: **20-40 min**

In this Section, students will learn

about the Design Process, and complete a few short activities to understand the steps. Then, they will put those steps in order, with examples, to create a poster for the Design Process

This Section's student work sheets, as well as other handouts and more teaching tools about the Design Process can be found on our site at wrmake-it.org.

This project is optimized for both individual work, and group work, based on your personal preference/supplies available. Distribute your chosen Section 1.2 work sheets and poster supplies. We suggest also having the optional supplies available on a table at the front of the classroom for the students to take as needed.

The students will read a short worksheet on the Design Process, and complete the short activities before working as groups or indivudually to illustrate the design process as a poster. This project will have the students put the process in the correct order, and then design an imaginary project to draw as an example for each step.

Encourage creativity and design thinking by creating a theme for the imaginary projects, i.e.; things that fly, if I had a million dollars, if I were a super hero, when I grow up, etc.

GROUPS

Once students have finished their posters, have them present their imaginary project and poster in front of the class.

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Once students have finished their posters, you may have them present them in front of the class, have a few volunteers present in front of the class, or turn in their posters, based on time constraints.

Follow up this project with the classroom discussion topics below, and build on this lesson with Design Process 1.3 - Research in Motion

Post-Project Classroom Discussion:

Who can think of examples of how they use the simplified design process in real life?

Try to stick to the simplified version of the process;

- -What's do I need to do? (Define the problem)
 - -How do other people do it? (Research)
 - -What can I do? (Brainstorm/Prototype)
 - -Does it work? (Testing)
 - -Why or why not? (Evaluation/Redesign)

Even small, everyday fixes, like taping a pencil box shut or putting tennis balls on chair feet use the design process. Try to phrase it like, "I had a problem with ___, so I tried to fix it with ___ because ___. It worked/didn't work because ___.