

## Design Activity Sheet

### Activity 1: Designer skills

Column 1: Add **one** other career in design to the bottom row of the table.

Column 2: List **two** important skills the designer needs to do this job. You can select them from the **skill set** box below or use your own ideas. One example has been completed for you.

Column 3: List what you think they need to be interested in. One example has been completed.

Column 4: List the school subjects that are useful for this career.

Job title	Skills	Interested in	Useful school subjects
product designer	1. Good at problem solving 2. Good computing skills	How things look and work, science and technology, shapes and colour.	
video game designer	1. 2.		
interior designer	1. 2.		
garden designer	1. 2.		
automobile designer	1. 2.		
	1. 2.		

#### Skill set

artistic	organised	clear communicator	team player
practical	logical thinker	good at problem solving	
disciplined	an eye for colour	imaginative	an eye for shapes
good at time management	analytical thinker	adaptable	decisive
creative	persistent	good ICT skills	good attention to detail

## Activity 2: Sitting pretty

Product designers use their design skills and technical knowledge to improve the way that existing products work and look and/or produce them at a lower cost.

They must consider:

- who will buy the product and how they will use it
- how to make the product easy and safe to use
- how to make the product visually attractive to the target audience
- what materials to use

You are a product designer. Your client's brief is to design a chair for a particular target audience.

**Circle your client's target audience:**

parents buying for a young child

students on a limited budget living in a bedsit

older people with limited mobility

high income earners living in a large house or apartment

Sketch your initial design in the box below. Label it to describe the materials you plan to use, how it is designed to appeal to the target audience and any features you want to highlight. Will it be mass produced in a factory or made by skilled craftspeople in a small workshop?



### Word power

**bedsit:** a single room for rent in a shared property

**target audience:** the specific group of people most likely to buy the product

### Activity 3: An eye for colour

#### Did you know?

The colour wheel was invented by the scientist Isaac Newton in 1666.



Label the colour wheel above with the names of the six tertiary colours:

vermillion (red-orange)

amber (yellow-orange)

chartreuse (yellow-green)

teal (blue-green)

indigo (blue-violet)

magenta (red-violet)

#### Colour theory basics

**Complementary:** two colours on opposite sides of the colour wheel. Creates high impact.

**Monochromatic:** three shades of the same colour. Can create different moods depending on the colour chosen. For example, warmth, coolness, energy or calm.

**Analogous:** three colours that are side by side on the colour wheel. Creates a harmonious look.

**Triadic:** three colours that are evenly spaced on the colour wheel. Creates a bold, vibrant look.

Complete the chart below using colour theory.

Job title	Design brief	Colours chosen	Reasons for colour choice
logo designer	to create a bold logo for a new sportswear brand		
interior designer	to create a welcoming space in a hotel lobby		
garden designer	to create a peaceful space in a city courtyard		
textile designer	to create a bright modern print for a duvet cover		

## Design team challenge: A picture speaks a thousand words

You are a team of graphic designers. Your client is a toy museum.

### Design brief:

Design six signs, one for each of the six different museum galleries.

The signs need to be understood by everyone, including very young children.

There must not be any writing on the signs.

### The six galleries are:

- |                   |                             |                      |
|-------------------|-----------------------------|----------------------|
| 1. transport toys | 2. board games and puzzles  | 3. outdoor toys      |
| 4. soft toys      | 5. dolls and action figures | 6. construction toys |

Working as a team, list two ways that you could research this brief.

Brainstorm ideas for the signs. Think about the use of colour, the shape of the signs and possible images or icons to use. Record your ideas as bullet points below.

Now draft your ideas on plain paper or card. Each person in the group should draft **one** large sign, using the ideas and colours that you agreed.

Plan how you will present your ideas to the client and explain your choices.

### Word power

**museum gallery:** a room or specific section in a museum where objects are displayed

## Extension Activity 1: Designed for play

You are a playground architect. Your client is the toy museum.

### Design brief

To design an outdoor play area in a small courtyard, approximately 50 metres square.

The target age range is pre-school children, from 2- 4 years old.

A maximum of 10 children will be able to play in the courtyard at any one time.

The play area must be safe for very young children.

The aim is to encourage creative play as well as developing children's physical and motor skills.

### Research

Use the internet to research playground equipment and outdoor toys for young children.

### Planning

Think about these questions or discuss them with a partner.

- Will you include any playground equipment such as a swing or a slide? Remember it is only a small area.
- What outdoor toys will you have?
- Will you include features such as a sandpit, an area for playing with water, stepping stones, a playhouse or structures to climb over or under? What materials will these be made from?
- What material, or materials, will you use for the ground covering?
- Will your playground have a theme, or use certain colours to appeal to young children?
- How will you make it safe for small children?

Don't forget to include seating for parents and carers!

### Design

Draw a ground plan of your play area, either by hand or on a computer, using Microsoft Word or a software design package. Label the different features on the plan or create a key.

## Extension Activity 2: Design a playground

You are a playground architect. Your client is the toy museum.

### Design brief

To design a children's playground for the courtyard in the centre of the toy museum, approximately 150 metres square.

The target age range is primary school children, from 5-7 years old.

A maximum of one class (approximately 30 children) will be able to play in the courtyard at any one time.

The playground must be safe and accessible for all children who want to use it.

The design should encourage different types of play including active, creative, imaginary and sensory.

### Research

Use the internet to research children's playgrounds, playground equipment and outdoor toys.

### Planning

Consider the following before starting your design:

- Will the playground have different zones for different types of play? If so, how will these be separated, or flow into each other?
- Will you include any playground equipment for active play? Or structures for climbing up or into? If so, how will you make these safe and accessible for all children?
- How will your playground encourage sensory play? For instance, will there be different and interesting textures to touch, equipment to create sounds or music, flowers or herbs to smell?
- How will it encourage creative and imaginative play? For instance, will there be things that can be built, made, shaped or moved around? Will there be equipment such as playhouses, ships or castles, or props to enable children to act out imaginary scenes?
- Will your playground have a theme? What colours will be dominant?
- What materials will you use? Could any of these be recycled materials?
- How will your playground cater for the needs of children with different abilities?

Don't forget to include seating for teachers, parents and carers!

### Design

Draw a ground plan of your playground, either by hand or on a computer, using Microsoft Word or a software design package. Label the different features on the plan or create a key.