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Patron HRH The Princess of Wales

Design Gallery

The Design Gallery is aimed at KS3 students (ages 11-14) but is accessible for students KS2 to KS4 (7-16). It is made up of four sections: *Design for Change*, consisting of six contemporary case studies that explore design as a force for change in the world. Each case study is supported by a display that gives it historical and contemporary context. *The Factory*, which delves into the world of making and manufacturing through objects, film and interactive video. *The Shed*, a residency studio for practicing designers to work- make sure you check the current designer during your visit. *Open Studio*, our creative space with a programme of changing design challenges, free drop-in workshops for 11-14 year olds, and family workshops.

DESIGN SPARK- TEACHER NOTES

This is a brief-making resource that helps your students to generate creative ideas in response to the Design Gallery collections. Going through this process step by step reflects an investigative design process.

Step 1:

Explore the Design Gallery. Students can pick any object that stands out to them. Pick out one thing that is special about this object and add it to the [Special Feature](#) box.

Select any [Interesting Material](#). We recommend students start by looking at 'Design changes the materials we use' as the materials address sustainability – however, a material can be selected from anywhere in the Design Gallery.

Choose a [Making Process](#) from The Factory. This can be selected from the objects, video or interactive.

Step 2:

Start building the brief. Select the Special Feature, Interesting Material and Making Process to fill in the blanks e.g. 'design something that [stacks](#), made from [recycled plastic](#) that is [knitted](#).

Step 3

Your brief can now be guided by a theme. Any theme can be chosen from the list, or you can write your own.

- Bring a Community Together
- Live Healthier
- Share an idea

Step 4

Discuss the brief and theme with a friend or in a small group. This collective problem solving will help the students verbally brainstorm several solutions before sketching their ideas down.

Suggested Timings:

Theme: 5 mins
Step 1 + 2: 5 - 20 mins
Step 3: 5 - 20 mins

Please share your designs
[@young.vam](#)