

Discover design

exhibition activities.

Getting started

- Stick this sheet into your sketchbook and use it to direct your research in the galleries
- Write down the title of the exhibition and the date of your visit.
- Note down any unfamiliar words or design terms and look these up back at school./home
- Use your sketchbook to respond to the questions.

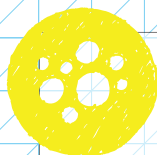
Looking more closely

- Take a walk around the whole exhibition and jot down your first impressions.
- Choose up to 4 different exhibits. These are your Key Exhibits. They might be 2D, 3D, moving image or other.
- For each **Key Exhibit**, answer the questions below.
- Note down the designer, title and date for each exhibit. The label will give you this information.



What do you see?

- Why did this exhibit catch your eye?
- Do a simple line drawing of it in your sketchbook and add labels to your drawing to describe its colour, size, shape and surface texture plus any other important visual features.
- How would you describe its style? (eg modern, retro, classic, minimal, ornate...).
- How does its appearance compare to other designs with a similar function?



What is it made of?

- What is this exhibit made of? Annotate your initial drawing.
- Why do you think the designer chose these materials? In your view, was it a good choice?
- Can you think of an alternative material? How would this change its' appearance and function?



What does it do?

- What is/are the intended function/s, or use/s, of this exhibit?
- How can you tell from looking at it?
- Do you think it would do its job well?
- Sketch any of the design's mechanisms (if applicable). Does its style exaggerate or disguise these?



What is its impact?

- What kind of person do you think this exhibit is designed for?
- Would you use it? Why - or why not?
- If this exhibit was intended to be a 'design solution', can you work out what the 'design problem' was? To what extent do you think this exhibit solves it?

extension activities.

- Review and revise your first impressions.
- Could you improve on any of your **Key Exhibits**? Do an annotated drawing of your ideas.
- Select one of your **Key Exhibits** and research its manufacturing/engineering/production processes.
- Review your visit by completing a 'Be a Design Critic' sheet from Discover Design.
- Research the featured designer using Design Library as a starting point (designmuseum.org)
- Look up any new vocabulary or design terms and write definitions in your sketchbook.

What do you think?

We want to know what you thought of your visit, so why not complete a 'Critic's Corner' sheet and send it back to us. Thanks!

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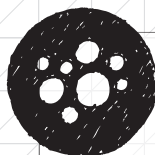
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