

DISCOVER DESIGN NOTES FOR TEACHERS AND TUTORS

WHAT IS DISCOVER DESIGN?

Design is everywhere - good, bad or indifferent. Good design improves the quality of our lives and solves problems, whilst bad design can make these problems worse or damage our environment, so we need to take it seriously, as well as enjoy it. DISCOVER DESIGN is a resource for teachers and tutors that will enrich and extend learners' experience of design by promoting analytical and creative approaches to looking at, thinking about and responding to design. At its heart is an ambition to develop learners' understanding and their critical thinking about design and their understanding to help them become both better designers themselves, and more discerning consumers.

DISCOVER DESIGN features a selection of 12 design objects based on categories of the everyday. Each of the objects is presented through four lenses, with accompanying descriptions and 3 'hotspot' rollovers offering quotes, questions, activity suggestions and insights into design practice. Learners explore the objects through the Design Museum's Discover Design 4 part framework:



What do you see?

Exploring the surface appearance and style of objects



What is it made of?

Exploring the selection and use of materials




What does it do?

Exploring function and ergonomics



What is its impact?

Exploring the impact of design on the world, and target audiences

NOTE: While not all of the objects featured in DISCOVER DESIGN are on display at the Design Museum, specified handling collection objects can be explored further in a workshop. These are identified throughout the site by 

USING DISCOVER DESIGN

We encourage teachers to adapt the resource to suit students both in the classroom and when visiting the Design Museum. DISCOVER DESIGN and its downloadable resources can be used to support and extend all the Programmes of Study for the National Curriculum for Design and Technology, with a particular emphasis on Breadth of Study and Critical Evaluation. Teachers might use DISCOVER DESIGN to: introduce a new D & T project, prepare for a visit to the Design Museum, support learners in better understanding their own design thinking, provide insight into the work of professional designers, or evaluate students' work at the end of a project.

DISCOVER DESIGN is in **three sections** to aid successful planning, delivery and follow-up of a group visit to the Design Museum. Ideally, we recommend digital projection of DISCOVER DESIGN in the classroom to aid whole class discussion.

1. USING DISCOVER DESIGN: PREPARING FOR YOUR VISIT

- Notes for Teachers & Tutors
- Introduction to the Design Museum and locale
- 12 design objects, introduced through the 4 part Discover Design framework. Each work has 'hotspots' with activity or information accessed through clicking the 4 lenses.

2. AT THE MUSEUM: ACTIVITIES FOR YOUR VISIT

- Journey Trail
- Exhibition research briefs to support independent visits
- link to Workshop page

3. BE A DESIGN CRITIC: REFLECTING ON YOUR VISIT

- Tell Us What You Think (primary) & 'Be a Design Critic' sheets for students (secondary)
- DISCOVER DESIGN teacher questionnaire