

**Designing for age**  
**Lesson Plan – Key Stages 4-5**

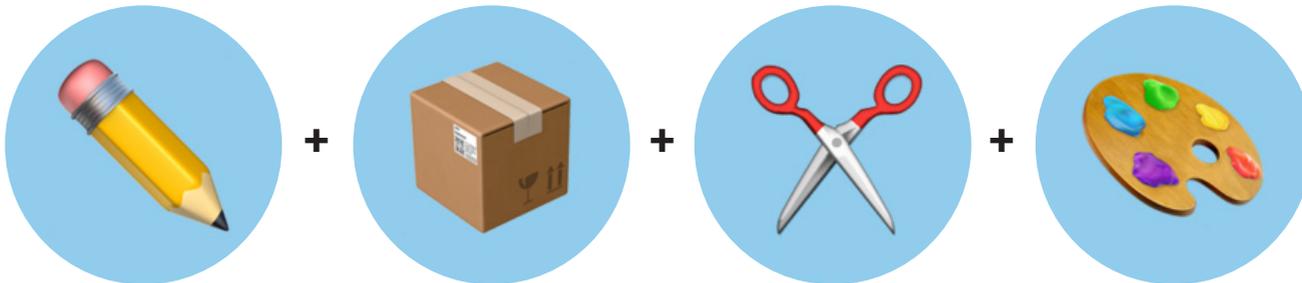
# Skills that you'll use

- You will create a design for a specific user, assessing user needs
- You will use 3D modelling skills to create a prototype



# Materials needed

- Pencil or pen
- Some paper
- Scissors
- Cardboard
- Tape or glue
- Paints or colouring pens



# Activity plan

## Introduction

(10 mins)

Designer [Chloe Meineck](#)'s work focuses around wellbeing in older people, in particular memory loss and dementia. Chloe noticed that her own grandmother remembered the music that she grew up with more than she remembered her own family and friends. In many ways, music was a gateway to memory.

Chloe set about designing a memory box that could link music to small trinket like items that, when placed in the box, would start music playing and reinforce the memory of that item.

[Watch the film](#) to see Chloe's design process.



# Activity plan

## Discuss

(5-10 mins)

- What are your earliest memories?
- What music and sounds make you think of particular places and times?
- Are there any objects in your house that remind you of when you were younger?

Ask a few adults in your house what music they remember from when they were young and how it might make them feel every time they hear it.

## Research

(10 mins)

Talk to an older member of your family, such as a grandparent or great grandparent and ask what everyday problems they might face due to their age.

This could be anything from mobility issues to dealing with modern technology.

Talk to them about their daily routine:

- What do they look forward to in their day?
- What do they miss right now?
- What do they think would help them throughout the day?



# Activity plan

## Activity

(20 mins)

- Use your research to design an object to help the older member of your family that you talked to. It could be a physical object that helps them to do something that they are physically unable to do, it could be a simpler way to interact with a piece of technology that they find hard to use, or it could just be a way to give them company during lockdown.
- Draw your design on a piece of paper and annotate it with labels that described what materials your design is made of, how it works and list any functions that are not obvious from your sketch.
- Create a 'looks-like' prototype from cardboard. You can paint or colour it in and give it a brand name that hints at its purpose.
- Share your design with the Design Museum online using **#DesignFromHome**

