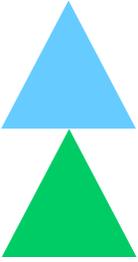


# PREPARE FOR YOUR VISIT

## pre visit activity



### Pre-visit:

Put together the “during visit” booklet. Print the two pages on one sheet of paper, double-sided if possible. Follow the instructions on the front of the booklet. Each student will need scissors and staples for their booklet.

### Learning outcomes:

Students will learn about the relationships between the designer, user, and manufacturer.

Students will critically analyse the designs and functions of objects.

### Materials:

Pencils

Scissors

Staplers

1 unassembled ‘During your visit’ worksheet per student

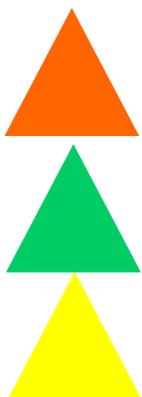
### Lesson plan:

#### Introduction (15 minutes)

Script:

The Design Museum is a museum of contemporary design and architecture, which opened at its Kensington location in late 2016. The museum has a permanent ‘Designer, Maker, User’ exhibition in addition to its traveling exhibitions.

The ‘Designer, Maker, User’ exhibition introduces the visitors to the world of design. The gallery shows that design is a result of a relationship between the designer, the user, and the manufacturer. The exhibition has three major areas, each focusing on the designer, user, or manufacturer. On display are a variety of objects, from construction materials to fashion.



# designer

There are many types of design and designers

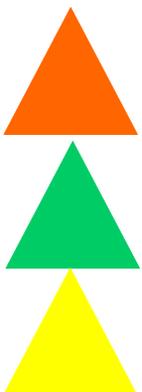
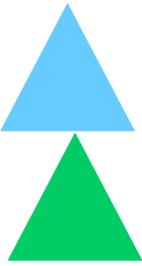
Designers are sometimes thought to work within a set of established disciplines such as graphic design, architecture, fashion or product design. While these disciplines are a perfectly valid way of describing design they do not do justice to its scope and diversity. Design is not just about a set of professional and creative disciplines. Nor is it restricted by size, physicality, cost or location. Design is a process and it is a way of thinking. From kitchenware to software, and from healthcare to high-street fashion, design thinking leads to creative solutions that impact every area of our lives. As suggested by the Italian architect Ernesto Rogers in 1952, the role of the designer stretches from the city to the spoon.

## New Tube

The new Tube will be rolled out in 2020. The new carriages have the capacity to run fully automated without a driver. The new Tube will also be much larger, air cooled, faster and more frequent, handicap accessible, and more reliable.

In what way do you think the designer designed this section of the tube to be different from other, older sections?

Why did the designer pick these design choices?



# maker

Design, technology and manufacturing

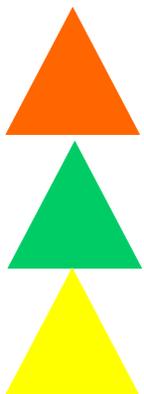
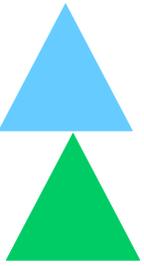
This section explores the way in which designed objects are made. There are key principles to mass production and these make it possible to make the things we want at a price we can afford. Mass manufacture made our modern, comfortable way of life possible. The future of manufacturing is full of possibilities and the way things will be made is changing. Manufacturing is continually evolving. The evolution of manufacturing in the last 100 years has radically changed the way we live. What will the future look like?

## Fairphone

KS2: Some objects are made using conflict minerals, which are resources that are obtained in conditions of armed conflicts or while abusing human rights. The Fairphone was designed to function without using any conflict materials so that the workers who make it are not put at risk by working in a warzone.

KS3: The Fairphone is designed and produced with minimal harm to people and the planet. It does not contain conflict minerals (gold, tantalum, tungsten), and has fair labour conditions for the workers along the supply chain that produces it.

Do you know what materials your electronics are made of?



## user

What is the impact of design on the user and the user on design?

We are all users of design. The user section demonstrates the many ways in which design touches every aspect of our lives. Design gives us the freedom to live the way we choose and to express ourselves in the way that we want. It equally changes the world around us and influences us in ways we do not always appreciate. Design is both a creative act and a commercial profession that is tied to business.

### Apple products

The first products Apple developed looked quite different from the products we use now. The Apple computers are smaller and have more functions than they used to, and are specifically designed for beginners.

Why do you think Apple products have changed in appearance over time?

Do you think the changes Apple made were to use aesthetics to appeal to more people? Who might they have made the changes for?

What features do you think a Mac has that make it easy to use for a beginner?

