

Beazley Designs of the Year Lesson Plans

Architecture

L'Arbre Blanc

Designed by Japanese architecture practice Sou Fujimoto, the building's name translates from French as 'the white tree'. Looking at the building, it is easy to recognise its tree like structure, with many large balconies branching out from the main trunk of the building.

Unseen from the outside are the private housing, restaurant, art gallery, offices and communal areas all contained within the modern looking structure.

15min task

Get your students to use a shape or pattern that occurs in nature to inspire their own building design. This should be a rough annotated sketch that considers both form and function and uses the natural world as inspiration. Maybe they can design a bus shelter based on a nest, a library inspired by leaves or a hospital inspired by the human body.

45min task

Use the other categories from Beazley Designs of the Year (Fashion, Graphics, Digital, Product, Transport) to challenge your students further. Get them to pick 2-3 categories each and create a design inspired by nature for that category. They should create a design for each and use a different natural stimulus for each.

If some students finish early, ask them to do a design for the remaining categories. Can they come up with interesting names and branding for their designs?



Fashion

The pace of fashion can be relentless as styles come and go, creating a huge amount of waste as garments are discarded, and using unsustainable resources such as cotton and viscose. Sneaker artist Helen Kirkum and fashion designer Bethany Williams set out to tackle the issue of waste through a specially commissioned pair of trainers. Three pairs of reconstructed sneakers, formed around second-hand pairs of Adidas Superstar Sneakers, made their debut as part of Bethany Williams' Autumn/Winter 2020 Collection at London Fashion Week. Using waste material from old tents, the toy industry and clothing samples, the designers had cut and collaged these offcuts together to create unique shoes, each one completely individual.



The shoes set out to use hacking skills - reusing old sneakers and industry off-cuts of material - to make waste desirable. But what do your class think of the sneakers?

15min task

Get your students to choose one or two pieces of common waste and sketch out a fashion design using them as a material. Get them to label their 3D sketch with annotations for the materials that they're using. For example; they could make a jacket from crisp packets with bottle tops as buttons. This should be a quick sketch task. To speed this along and make the exercise more fun, you can create a list of waste items and randomly assign them to each student.

45min task

Working in small groups ask students to use waste to create a poster from waste materials. This could be the school's logo or an advert for their own range of waste fashion. The poster can be made out of off-cuts of paper, card and even pieces of litter, so long as everything was considered waste or would otherwise go to landfill.

Graphics

Banksy's customised stab-proof vest is a re-interpretation of the type of waistcoat worn by British gentlemen. Designed by Banksy, the vest represents the realities of modern urban life.



The garment is a genuine police issue vest capable of stopping bullets of up to .45 calibre. In contrast to the official Union Jack, Banksy's distinctive white outline design has an unpolished style, as if sprayed on from a paint can. Lines run and bleed together to create a distinctive and gritty statement on the modern urban pressures on young people, in particular, young black men like Stormzy.

15min task

Get your students to form small groups and discuss what they think the pressures are on young people today. Ask the groups to list the struggles that they feel young people face. How do they feel that Stormzy's stab-proof vest represents those pressures?

45min task

Use the lists created to create a graphic for your local area. This could be a poster, a logo or even an item of clothing. Get students to sketch and annotate their designs before sharing them with the class and giving critical feedback on their classmates' designs.

Digital

Dancer Jalaiah Harmon went viral after she uploaded a choreographed dance that she created in 10 minutes to TikTok. The dance, set to the song 'Lottery' by K Camp, is a mash-up of popular dance moves such as the 'Dab' and 'Woah' and was first performed and filmed on a mobile phone in Jalaiah's bathroom.

https://www.youtube.com/watch?time_continue=123&v=c3ysGIRC220&feature=emb_title

15min task

Lockdown has stopped many people from taking part in regular exercise, such as going to the gym, dance classes, or even going for a walk in busier areas. Get your students to come up with ideas that could inspire people to move using their mobile phones. Students can work in groups come up with ideas. Could your phone send you a daily exercise task? Could you receive encouraging messages about the movements that you're making whilst your phone is in your pocket or bag? How can you inspire people to exercise in at home?

45min task

Get students to design an app or online service that inspires people to move on a daily basis. What will it be based on? Dance? Sport? Maybe even tidying and cleaning? Who will use it and how will it inspire and reward them to move each day? What will it be called and how would the user interact with it? Students should consider users of different ages and abilities. How can they tailor their app to a particular user group or how can they make it more universally accessible?

Challenge your students further by getting them to sketch the landing page or opening screen of their app. What will it include? (step count? Calories burned? Maybe an unhappy creature that gets happier as they move?)

Product

Designed by Sum Ming Wong and Kin Pong Li, this cylindrical, transparent handle is coated in a titanium oxide, a coating that is reactive to light and can safely break down disease or virus causing organisms, known as pathogens. A pathogen destroying UV LED light embedded in the handle switches on whenever the handle is moved to open or close the door.

In a world that has been transformed by COVID-19, we are mindful of the germs and other pathogens that we unwittingly spread in our daily routines. Whether it's touching a handle or borrowing a pen from a classmate, being aware of the things that we touch is a reality of our daily lives.

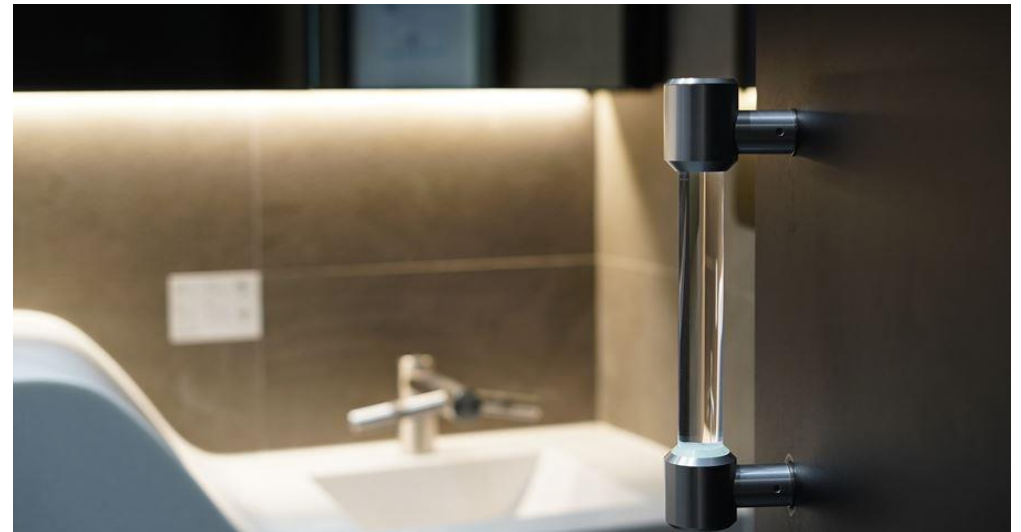
15min task

Get your class to list the things that they have to touch from the time that they leave the house to the time that they arrive in the classroom. Total up how many things they have touched and how often they touch them on their journey. What is the most touched item or object?

45min task

Choose a point of touch to design a COVID friendly solution. It could be your own personal device to carry around with you such as a glove or cleaning wipe, or it could be a special attachment to an existing device such as the 'request stop' button on a bus.

Challenge your students further by asking them to create a different solution for every step of their journey.



Transport

Architecture studio Rael San Fratello wanted to create a place where citizens could interact and connect on either side of the US/Mexican wall that has separated the two countries since 2009.

Designers based in Juárez, Mexico and in El Paso, USA worked together to create a short lived see-saw (known as teeter-tottlers in the USA) installation that could only be properly enjoyed if someone from both sides of the wall used it.

15min task

Working in a group, choose a public space such as a park, city centre or shopping centre. Think about the people that use these spaces. Think about how these people interact with each other in these public spaces. How could these spaces be made better/improved? How could people's interactions be made more fun? Can you design an intervention that promotes interaction, collaboration and play? Can you design for those who lack interaction in their everyday life such as people living on their own or in care? Write down your ideas and discuss them in your group.

45min task

Get your students to create a 'works like' prototype of their design. It can be a rough a ready version but it must communicate the idea of their design and allow them to demonstrate to the class just how their finished design would work and give critical feedback on their classmates designs.

