

**Can you redesign an object to
make it easier to use?
Lesson Plan – Key Stages 2 & 3**

Skills that you'll use

- You will learn about designing for a particular user.
- You will learn about simplifying designs.



Materials needed

- Pencil or pen
- Some paper

Optional task

- Cardboard
- Sticky tape (preferably masking tape)
- Scissors
- Glue



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Activity plan

Introduction (5mins)

Grant Douglas has cerebral palsy, a condition that makes you shake. This means that Grant finds it difficult to do many tasks, including eating. If Grant goes to a restaurant with friends then he has to order something that he is able to feed himself. Grant had an idea: what if he had a spoon that helped him keeping the food on it?

Grant contacted design company 4C and asked Mark Penver to help him design this new spoon. Mark and Grant worked to come up with the S'up spoon, a spoon for people with shaky hands. Grant says that the S'up spoon has made the difference between going to a restaurant and ordering what he can eat to now going to a restaurant and ordering what he wants to eat.

Watch the Design Museum film about the S'up spoon to see Grant and Mark talk about why the S'up spoon's simplicity was key to its success.



Activity plan

Discuss (5-10mins)

The S'up spoon is not just a story about design helping people but it's also one of a successful simple design.

- Can you think of any tasks that you do that require careful steady hands?
- How could you design a simple solution to these tasks?

Research (10 mins)

Find something around the house like a game controller, mobile phone or a remote control (remember to ask permission from the owner first). Look at the object you've found and try using it.

- Are there any buttons?
- How is it meant to sit in your hands?
- Try to imagine how difficult it would be if you couldn't grip it or if you had shaky hands.
- Do you think that Grant would be able to use your object easily?



Activity plan

Activity (20 mins)

Draw out your object on a piece of paper. How would you adapt your object so that it would be easier to use? Draw your alterations and additions to your object. This could be larger buttons that are easy to press or even a handle to hold on to.

Give your design labels to show what materials you'll make it from and any special features that it will have. Designers call these labels 'annotations'.

Now that you've completed your design why not share it with the Design Museum on social media using **#DesignFromHome?**



Optional task

Extra (1 hour)

Use some cardboard and preferably some masking tape to add the parts of your design to your object. You may want to make a handle to go on your remote control to make it easier to hold. Masking tape will easily peel off and won't damage your object.

If you don't have masking tape then you may want to make a cut-out shape of the object to use instead. You can attach the additional parts of your design to this.

Share your 3D solution with the Design Museum on social media with **#DesignFromHome**.

