

Home Makes: Design for Good

This activity is perfect for Art and Design students in Key Stage 4 (aged 14-16).

This activity invites you to explore design thinking and creative problem solving using materials and equipment found in your home. Your response could include graphic design, textiles design and / or product design.

Many designers explore inequality, protest and the environment. This challenge requires you to only use reclaimed materials. You may want to consider the work of designers and makers such as Vinay Gupta, designer of the [Hexayurt](#), Suzanne Lee, [a biomaterial designer](#), or Boyan Slat designer of the [Ocean Clean Up project](#).



Materials: This activity uses recycled materials from your house. See what you can find—you could try:

- Corrugated cardboard
- Scrap paper or card
- Tissue paper, newspaper or kitchen roll
- Toilet roll tubes
- Threads, yarns or wools
- Bubble wrap
- Clay, dough or plasticine
- Tin foil
- Cotton wool
- Scrap fabrics

Equipment:

- Pencil and paper for drawing
- Scissors (optional)
- Glue or sticky tape
- Coloured pens, pencils, crayons or paints (optional)
- Camera / smart phone

You will:

Research a design problem; sketch and model ideas for solutions; refine and develop your idea.

Time: 2 - 7 hours

This activity is broken down into three sections—feel free to work on it over a few days.

You are asked to design and model solutions for one of the following problems:

- **Growing food in a home with no outdoor space**
- **Reducing use of single-use plastic in the home**
- **Reducing social isolation caused by COVID19**

Part One: understanding the problem

Like all good designers you will need to understand your chosen problem.

- Summarise the problem in one or two sentences
- Speak to a family member, friend or neighbour about their experiences
- Make notes, mindmaps, sketches and take photographs to help you explore the issue

You may want to explore the following themes:

- Space (storage / outside space / available space)
- Financial considerations
- Homemade solutions already in place
- Materials available

Top Tips:

- Can you photograph instances of the issue in your own home?
- Can you find places where a solution could be placed?
- Can you modify something that someone has already bought or put in place?

Part Two: initial ideas

Come up with three solutions to your chosen problem. You could show your ideas with sketches, notes or models.

Top Tips:

- There is no right or wrong way to present your ideas and there is no such thing as a wrong idea at this stage.
- You can sketch and model as many solutions as you want to--don't forget to take photographs!

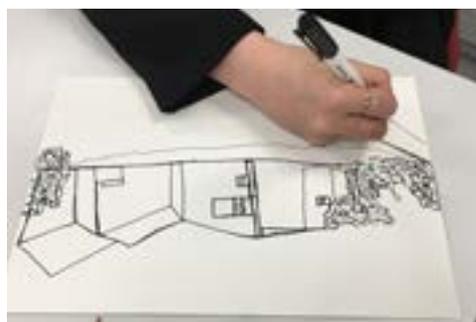
Part Three: develop your idea

Pick one idea to develop and make a sketch of it. Then make three models exploring different versions of your idea. The changes you may want to explore could include;

1. Size
2. Materials
3. Function
4. User

Top Tips:

- You can make as many models as you want.
- You can explore textiles, product design and graphic design in your responses.
- Remember to take photographs and enjoy!



Try sketching out your ideas.



Try modelling your ideas with card, clays scrap fabric.



What would happen if you changed one part of your design?



How can you present and test your ideas?

Be sure to share photos of your work with us using the hashtags; #EverydayMaking and #GetCreativeAtHome

 [@CraftsCouncilUK](https://www.facebook.com/CraftsCouncilUK)  [@CraftsCouncilUK](https://twitter.com/CraftsCouncilUK)  [@CraftsCouncil](https://www.instagram.com/CraftsCouncil)

Or send to us directly at participation@craftscouncil.org.uk for us to share!