

Home Makes: Disruptive Design

This activity is perfect for Design Technology students in Key Stage 5 (aged 16-18).

This activity invites you to use design as a force for positive change by disrupting and redesigning existing systems or products to solve social challenges around accessibility and inequality.

For inspiration, you could look at craft makers and designers including [Mohammed Qutaish's My Aleppo](#), [Svalbard Global Seed Vault](#), or the [Third Thumb by Dani Clode](#). All these designers disrupt traditional systems and reimagine reality.



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:

Sketch and model ideas for solving your chosen problem, then 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.

We are asking you to redesign one of the following systems, places or products considering one of the social issues given:

System, place or product	Social Issue
Public transport system	Inequality in education
Handheld digital technology	Food Poverty
Public spaces (parks, squares etc.)	Inclusivity in public spaces
Online shopping	Social isolation of older population

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 use photography or video to help you explore the issue

Top Tips:

- Before you start find what materials are available to you
- You may want to explore: existing systems / spaces / products; alternative materials; the concept of disruptive design
- Can you find places, products or systems that can be redesigned?
- 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, thro

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 and annotating your ideas.



Try modelling your ideas with card.



What would happen if you changed one part of your design through experimentating with materials, forms and functions?



How can you test your ideas?

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

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