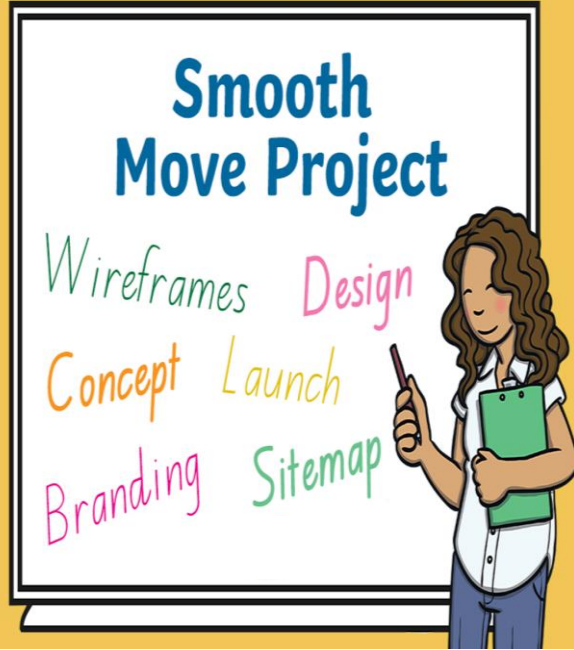


Learning challenge/goal/objective:

To work at home to plan, design and evaluate a product.



- Some points thought about for possible ideas. Limited designs not really developed and only bullet points produced to evaluate their work
- A good number of analysis points raised to identify possible products. Four creative design produced that show further development through good annotation (notes) and a clear evaluation written.
- A very detailed and in depth analysis with very creative possible ideas. The creative designs have been fully developed and annotated with the company's branding. The detail evaluation shows the understand learnt through this task



*The Robert Sutton Way
Academic excellence,
Spiritual development &
Social awareness through
Christ*



Your learning today links to 'Academic Excellence' by using your analysis skills to think & evaluate and creative skills to solve a design problem

Smooth Move: Initial Ideas

What do new Y7s want ?	What do new Y7s need ?
What products are popular with 10-12 year olds?	What products are parents likely to buy?
<p>Inventors notes: What could we create that doesn't exist yet?</p> <p>Note: Use your imagination! Anything is possible.</p>	

Use the writing frame to think about products that would be useful when you first start at your new school. You are going to have to carry all your new equipment and books around with you. It's going to be very different with being in a different learning area for each lesson. You need to start being independent. In your bag will be books, pencil case, lunch box, etc.

But what does a new Year 7 pupil really need. A way of knowing where to go, what does their new teacher look like, where is the nearest toilet, the list is endless.

Remember wants are things you would like to have.

Needs are very important things to can not go without.

ALESSI

Alessi is an Italian Company that makes a lot of kitchen products but also makes other items used in the home. Here are a few.
What words would you use to describe them?
Think about the shapes, colours, materials, theme, who are they aimed at.



Kettle



Cocktail stick holder



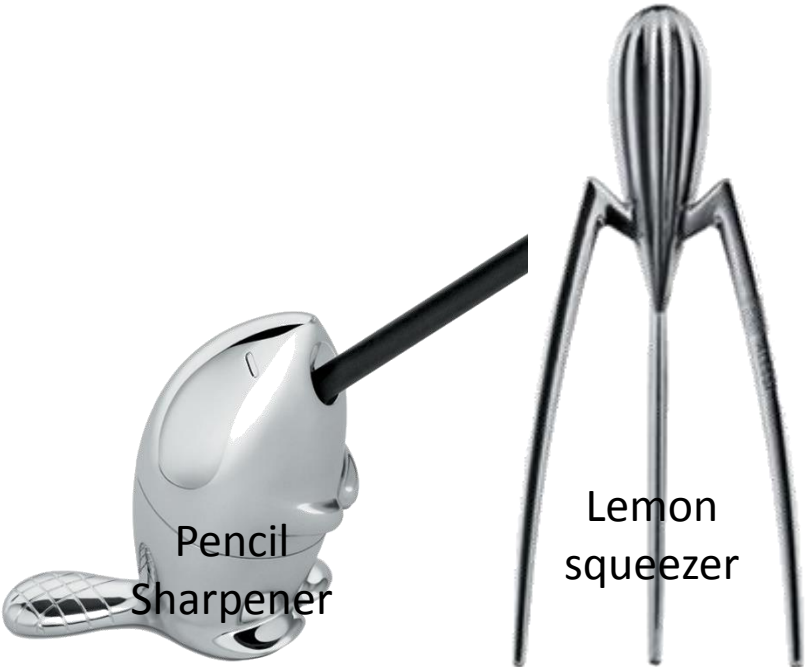
Kitchen roll holder



Egg Cup



Toilet Brush



Pencil Sharpener

Lemon squeezer



Soap Dispenser



Smooth Move: Initial Design

Inventors rarely have only one idea. The key to a good invention is to try out lots of ideas, before narrowing it down to the best one. Your task is to design a product every new Year 7 pupil would find very useful, but it must be designed in the style of the Alessi company. Remember those descriptive words. Also be as creative as you like, no product is silly! Add lots of notes to help describe your designs and lots of colour to present it.

Design 1	Design 2
Design 3	Design 4

Once you have come up with a number of possible ideas we now need to fine tune them into great ideas. Use the key words on the left to help you. Don't come up with new ideas but take two of you initial ideas and develop or improve them. The key words will help you but only use one or two for each design. Again add notes to say what you have changed and why.

S Shape-
Stretch or
shrink

C
Combine

A
Add

R
Render

E
Edit

D
Duplicate

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Smooth Move: Evaluating

How can we evaluate the success of our project?
You have 5 minutes to jot down ideas.

What went well?

1. What have I improved and what could be further improved?
2. How well did you work through each stage?
3. Do you think your product could catch on?
4. What have you learned about making a smooth move to secondary school?

