



**Parklands**  
CHRISTIAN COLLEGE

# Design in Year 10

Parklands Christian College



# Term 1 – Human Centered Design

Key Content to teach

- ▶ Sketching skills

Pictorial, Perspective, Orthographic, Rendering, Elements and Principles of Design, Emotional Design, Human-centred Design

- ▶ Focus on Developing Diamond

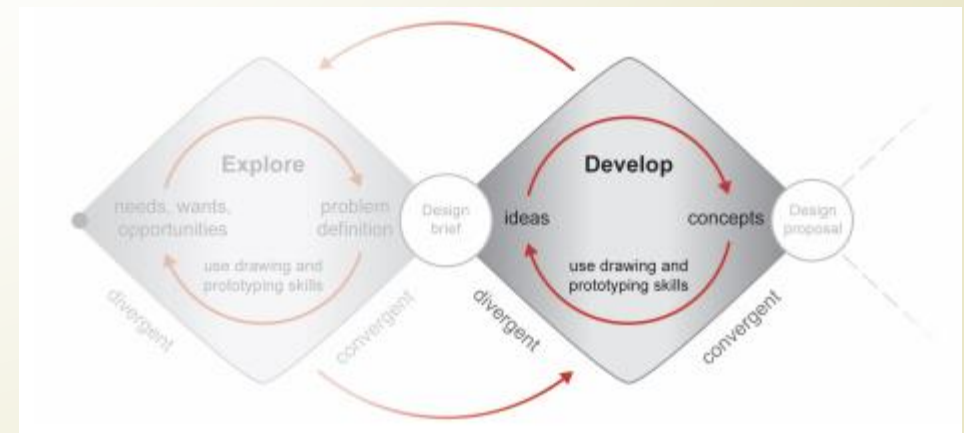
Include lots of design challenge practice in multiple contexts, Briefs given, exposure to different Prototyping skills and materials

Assessment

- ▶ Design Challenge (Exam)

Design a product, service or environment that improves the atmosphere (emotion) in an out of date shopping arcade space.

- ▶ Final drawing to be a rendered sketch over a of perspective drawing and an elevation



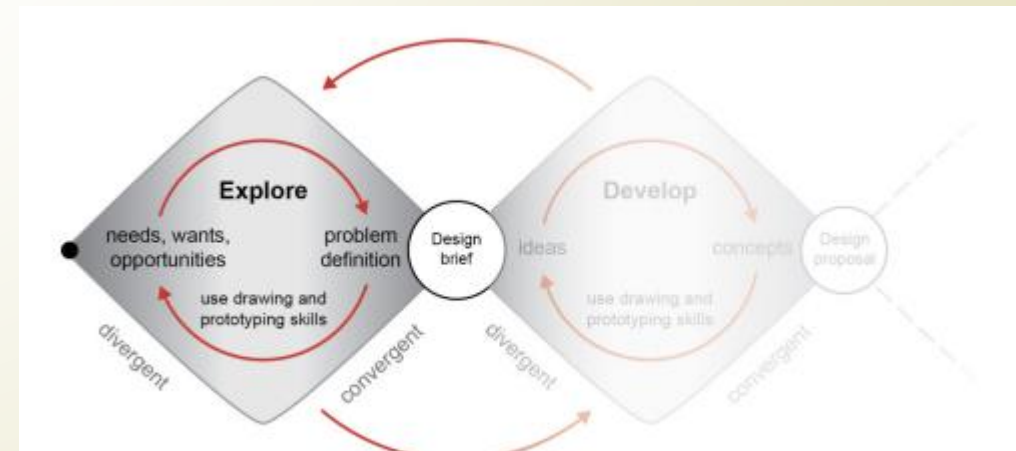
# Term 2 – Exploring client Needs and Wants

## Key Content to teach

- ▶ Exploring – needs, wants, opportunities, problem definition, identify the user, diagrams, interviews, design brief and criteria
- ▶ Focus on Exploring Diamond in the Design Process, Empathy maps, interviews, PMI's, (although complete Diamond 2 so students feel sense of closure).
- ▶ Sketching, Illustrator (non-assessed)

## Assessment

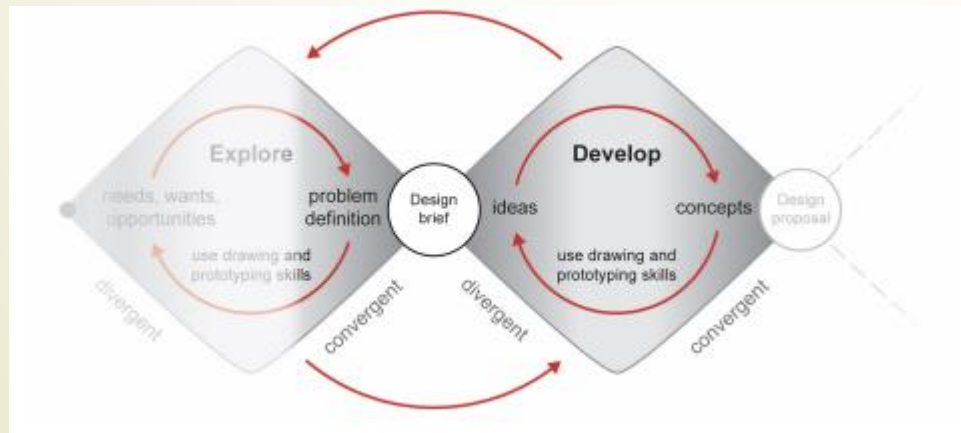
- ▶ Design Project  
Design a product, service or environment that encourages students to attend a school club.
- ▶ Final drawing to have 3 final concept sketches – Conservative, Innovative, Compromise
- ▶ Audience to be teachers of the School Clubs



# Term 3 – Good Design

## Key Content to teach

- ▶ Principles of good design: innovative, useful, aesthetic, accessible, sustainable, Idea generation, sketching
- ▶ Focus on Diamond 2 in the Design Process, Include lots of design challenge practice in multiple contexts, exploration given



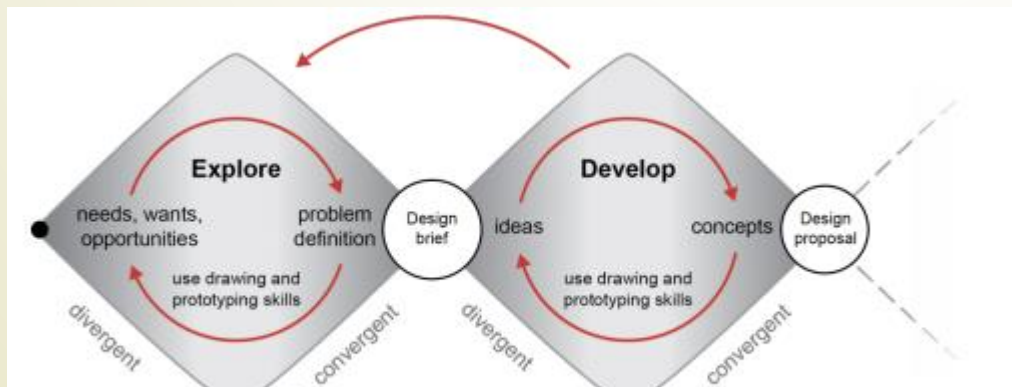
## Assessment

- ▶ Design Challenge (Exam)  
Mid-term redesign challenge. Students will be given a fleshed out target audience and will have to redesign an item to suit the audience.
- ▶ Final drawing  
Rendered pictorial sketch

# Term 4 – Sustainable Design

## Key Content to teach

- Sustainability: economic, social, ecological, design life-cycle: launch, growth, maturity, decline, analyse unsustainable design approaches, compare sustainable design approaches, re-design tasks to improve sustainability.
- Focus on Diamond 1 & 2 and the full design process
- Sketching, Prototyping and sketch



## Assessment

- Design Project

How can I design a product, service or environment that makes the life of another class member sustainable?

- Part 1 (Brief & Criteria) Due end of Term 3
- Part 2 (Proposal) Due end of Term 4
- Audience: A selected Student from your class
- Final drawing to be presentation drawings and a prototype