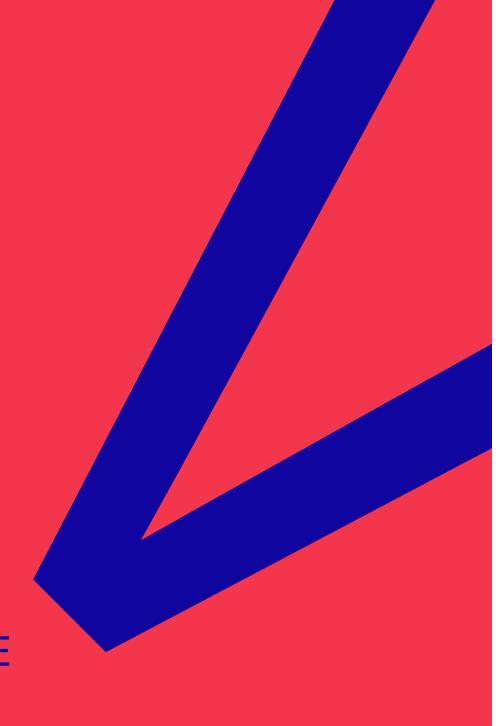
# DESIGN SKILLS FOR A CHANGING WORLD

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INNOVATE



# 05 > SHARE

This stage is about defining your idea, visualising it, and telling its story. If you are submitting your idea to the V&A Innovate National Schools Challenge you will need to read the entry requirements.

### This stage involves:

- > Finalising your design idea
- > Visualising ideas, for example hand sketching, technical drawing, 3D modelling, photography
- > Creating a clear written narrative on what it is, what it does, for who and why
- >Compiling all your work into a story that can be shared

### **ACTIVITIES**

During this final stage, encourage students to share what their idea is, what it does, with who and why. Practicing will help them refine the narrative and better understand how to share their story.

### **VISUALISING IDEAS**

Encourage students to think creatively about how they might share their idea for the V&A Innovate National Schools Challenge.

You will need:

> Judging Criteria

Ask students to read the Communicative section of the Judging Criteria. Remind students that they are trying to communicate their idea in the best way possible, to explain and describe their design to the judges.

Students gather all the material from their Collect and Make stages and lay

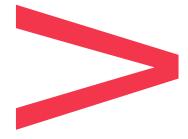
it out on a table. In teams, they look through all their research, ideas and prototypes and pick out key pieces of information they want to share visually.

They could:
Include sketches and technical drawings.
Take photographs of different prototypes.
Gather quotes from research and testing.
Storyboard their design process from start to finish.

### **STORYTELLING**

Helping students practice telling the story of the Innovate experience, and their end result.

You could run practice pitches in the classroom. Another idea is to host a 'thank you' event for everyone who has helped



during research and prototyping, or you could use a school assembly to encourage students to share their Innovate journey with the rest of the school.

### **SELF-REFLECTION**

Hosting a reflective discussion at the end of Innovate which invites students to share what they have learnt about design and about themselves.

Ask students to write three things they have learnt about themselves from the process, then come together and share these reflections.

Ask questions such as:
What have you learnt about yourself by working in a team?
What obstacles did you face and how did you overcome them?
How will you use the skills you have learnt in the future?

Students could include these reflections in their entry to the V&A Innovate National Schools Challenge.

## CRIT #3: TELL YOUR STORY

Use the Throw a Crit tool to help students reflect and get feedback from each other.

If entering the V&A Innovate National Schools Challenge students will need to communicate their concepts using visuals and words, making sure they describe:

- > What their concept is > What problem it's trying to solve
- > Who it's for
- > How it works

Don't forget students should share the whole process, from research to final idea. Read the judging criteria and entry requirements carefully to better understand what the judges will be looking for.

This resource has been coproduced with Ella Britton, V&A Design Thinker in Residence.