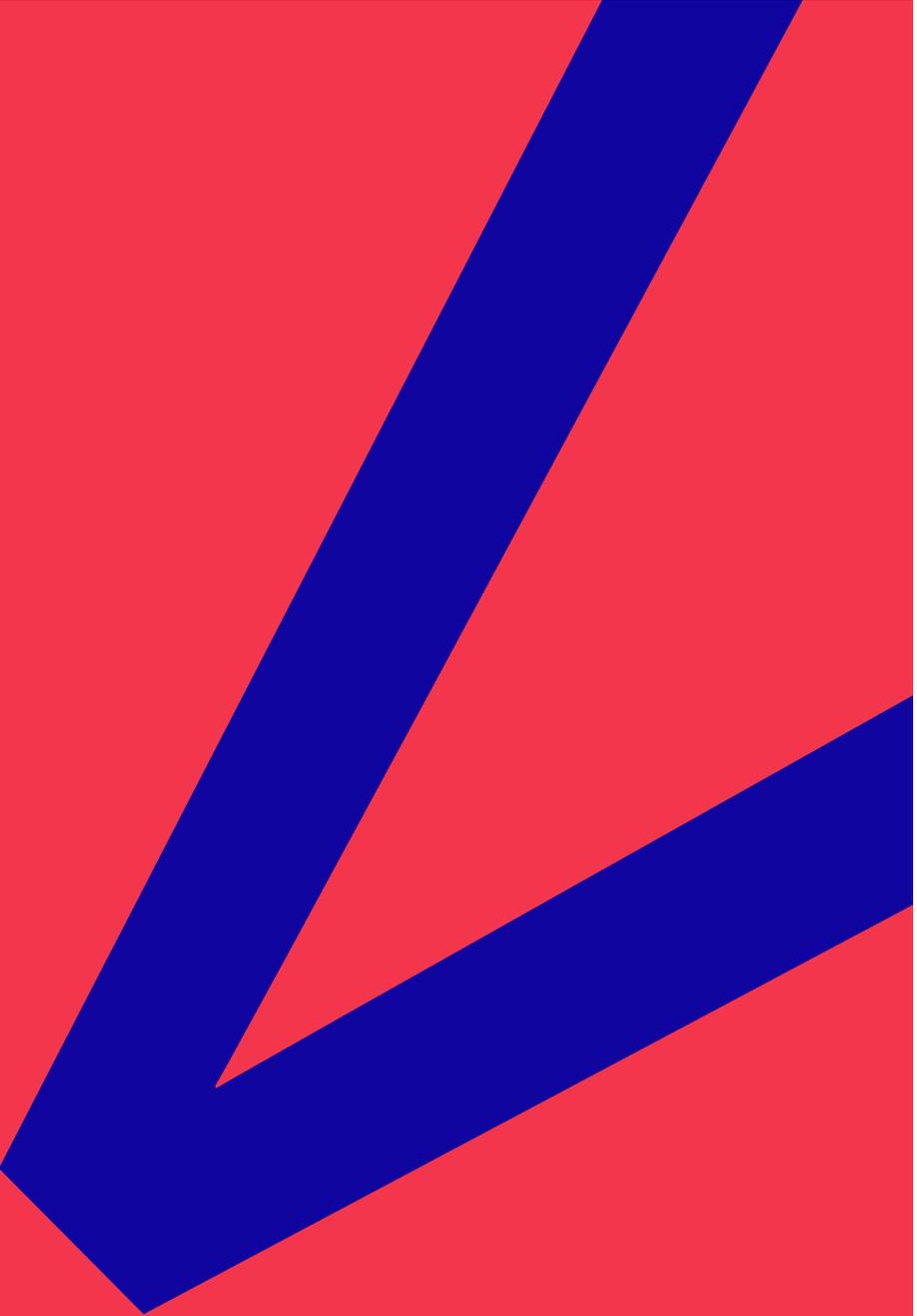




DESIGN SKILLS FOR A CHANGING WORLD



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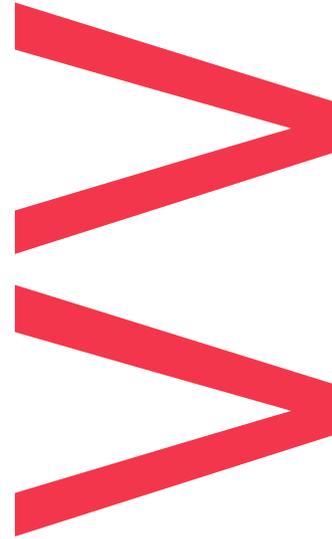


V&A

INNOVATE

As the facilitator for V&A Innovate, your role is to kick-start the creative culture required to make the process enjoyable, productive and innovative. Before you begin, here are a few things to consider.

V&A Innovate has three stages: Collect, Make, Share. At the end of each stage there are crits to help students get ready for the next phase.



COLLECT

Explore, discover and uncover everything students need to know to help them find and define their unique design opportunity.

CRIT #1

Students should end up with a design opportunity framed to inform and inspire them.

MAKE

Open up every creative idea students have in response to their design opportunity. Then get them to test, explore, collapse and rebuild until they arrive at a final concept.

CRIT #2

Students should end up with a tried and tested idea to develop.

SHARE

Ask the students to visualise their concept, make it tangible, explore how it would really work with people and then tell the story.

CRIT #3

Students should end up with a clear concept and story to share, ready to submit to the V&A Innovate National Schools Challenge.

TIME

You could run Innovate over a term within D&T, or over a day with a science project, or over a few weeks with an extracurricular class. The time can be flexible, but the principles and process remain the same. Use the Time Planning tool to help you:

- > define the structure of Innovate depending on your time
- > understand the milestones in the process, and ensure key dates are in the diary

You also might want to factor in time for inspirational visits and/or visitors to support the creative process.

SPACE

Make sure you have the space you need to make Innovate a studio environment for your students. Do this before you start. A dedicated project space – whether a room, wall or fold-away boards – will help you and your students stay engaged and see the whole journey.

NETWORK

The people and places in your town, city or community could offer valuable inspiration. We suggest you start thinking of Innovate as a network of like-minded, socially conscious and creatively courageous people and places all around your school.

Use the Network Mapping tool to help:

- > Identify the places you know could be inspirational for students
- > Identify any gaps in your understanding of local networks, showing where more research is required

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