

# Design Awareness in Schools

*Design Awareness in Schools* is an interactive resource on the *Student Learning February 2006* DVD intended to support all teachers in developing their own, and their students', understanding of design elements and principles and how these can be applied across the curriculum.

## Introduction

Design is an important aspect of the world in which we live and our everyday lives. Design focuses on the generation of ideas and their realisation. All constructed or created objects, places, events, systems and visual or sound communications involve aspects of design.

Design is evident in the way different elements are selected, constructed and/or created to achieve particular expressive, aesthetic and/or functional purposes. The selection and arrangement of design elements in any object, place, event, system, visual or sound communication will influence how it looks, sounds, feels, smells, tastes and works.

The Victorian Government is committed to building Victoria's design capability through a series of initiatives that will enhance design production, promotion and education.

*'Improving design education in schools will boost the design sector in the long term by producing better designers and a more literate consumer market. Design education will equip Victorians with significant problem-solving skills and a more sophisticated understanding of the benefits of design.'*

The State of Design Future Directions, 2003

## Using this resource in the classroom

*Design Awareness in Schools* is both a teacher reference and a classroom teaching tool. It can be used to stimulate classroom discussion and learning activities about design. For example, this resource can be used with students to:

- foster deep learning about the place of design in the world
- explore the notion of design
- demonstrate the design process
- enhance the presentation of ideas
- illustrate the application of design elements and principles
- explore careers in design.

## Design in the Standards

Within the Victorian Essential Learning Standards, learning opportunities must be provided for students to:

- develop an awareness of design
- understand design elements and principles
- apply design skills across the curriculum.

An awareness of design can stimulate creativity and innovation, and enhance the presentation of work that demonstrates students' understanding in all areas of learning.

## Contents

<b>Design</b>	Background, Design in the Standards, Effective Design: Creativity, Aesthetics, Critical thinking.
<b>Design elements</b>	Line, Tone, Colour, Texture, Shape, Form, Sound, Taste and Smell.
<b>Design principles</b>	Focus, Space, Unity, Rhythm, Balance.
<b>Design process</b>	Design process animation, Design briefs, Investigating, Designing, Producing, Analysing and evaluating, Design process wall charts.
<b>Design in ICT</b>	Information products: Websites, Letters and envelopes, Charts and graphs, Business cards, Résumés, Reports, Questionnaires, Emails, Slideshows, Newsletters, Brochures, Invitations, Posters, Tables; Design elements; Conventions checklist.
<b>Activities</b>	Level 6 activities including teacher resources and worksheets.
<b>Resources</b>	Online resources, Books.
<b>Careers</b>	Careers animation, Sources of information, Course prerequisites



## Activities

Activity	Physical, Personal and Social Learning domain/s	Discipline-based Learning domain/s	Interdisciplinary Learning domain/s
<b>Gowns and wraps</b>	Personal Learning	The Arts	Design, Creativity and Technology Thinking Processes
<b>Taste and Smell</b>	Interpersonal Development	LOTE	ICT Design, Creativity and Technology
<b>Party Safe</b>	Health and Physical Education Interpersonal Development	Science	Design, Creativity and Technology Thinking Processes ICT
<b>Field work</b>	Interpersonal Development	Mathematics The Humanities – Geography	ICT Thinking Processes
<b>Ticket to Independence</b>	Personal Learning	English Mathematics The Humanities – Economics	ICT Thinking Processes
<b>Sights and sounds of the universe</b>	Interpersonal Development Personal Learning	Science The Arts	Design, Creativity and Technology Communication ICT Thinking Processes



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