

**Design Brief**

Plan and draft the helper

engineering

Words to use

Empathy · User

The problem

Design a simple helper that makes one awkward job easier for a real user in our school

Who is it for?

The real person each pair asked and watched (classmate under the default path, or teacher, SNA, caretaker if arranged)

Their one real need**What it must do, and must NOT do**

Must help the real user with the awkward job you saw • Must be makeable next time from classroom junk-modelling materials • Must be safe to use in school • Keep the design simple enough to finish in one making lesson

Risks and limits we noticed**My first ideas – draw and label them****Check your drawing shows**

Check the user and the awkward job are written first • Sketch two different quick ideas • Whisper one good point and one tricky point for each idea (no writing) • Choose one idea and draw it more clearly • Label at least two parts and list the materials from the sample tray



Lesson 35

What I will use

card and cardboard offcuts · paper strips · masking tape · lolly sticks · string or wool · cardboard tubes · fabric scraps · bottle tops · safe scissors next time with adult help



We will know it works when...

Named the user and the awkward job on the Investigation Journal page · Drew two quick ideas · Chose one idea and said one reason why · Made a clearer plan with at least two parts named · Listed the materials to use from the sample tray

