

Design as a Framework for Lesson Planning

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The National Building Museum



Agenda

- Goals
- What is design?
- How NBM uses design
- How you can use the design process
- Small Group Work
- Q & A

Session Participants will be able to:

- Use the design process to develop hands-on, interdisciplinary lesson plans that link to real life situations

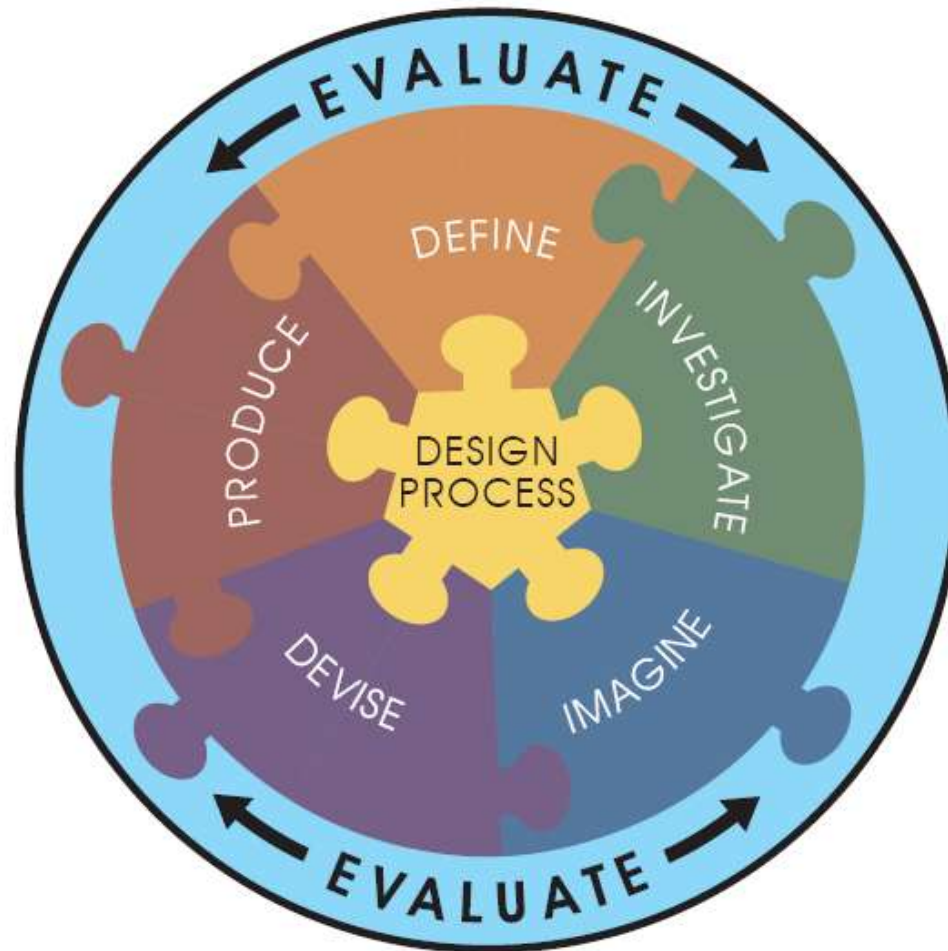


What is design?

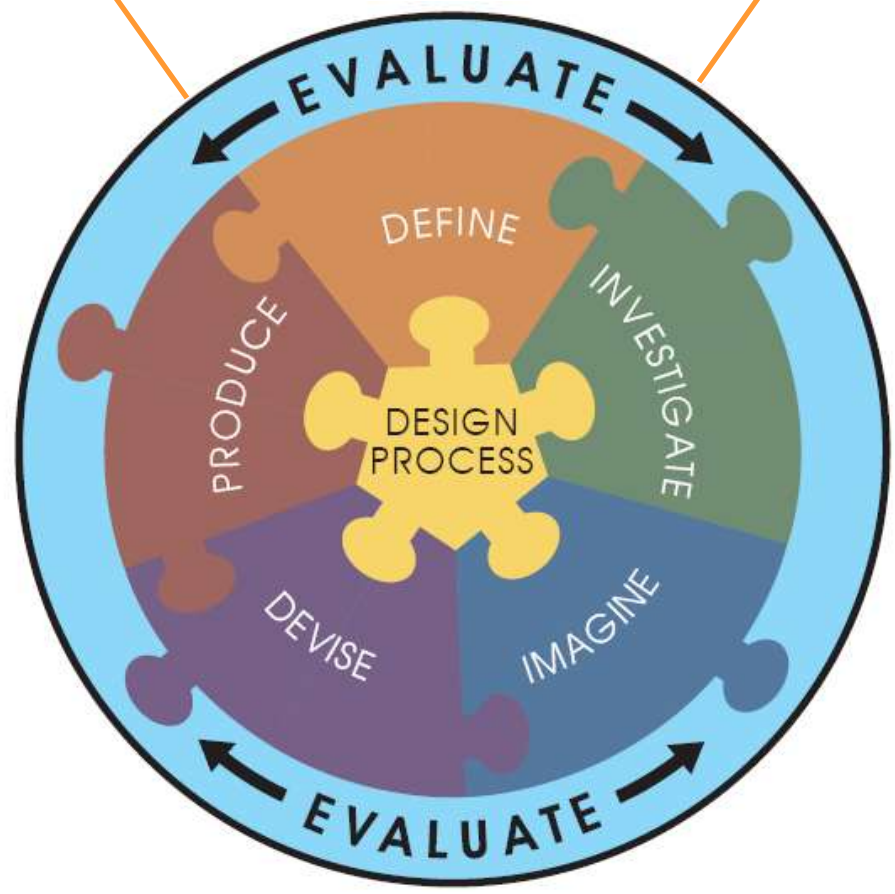
- Design is a purposeful and creative process for developing solutions for defined needs and audiences.

“Everything is designed. If it didn’t grow here or wasn’t here already, it was designed.” *–Peter Lawrence, founder of the Corporate Design Foundation*

What are the parts of the design process?

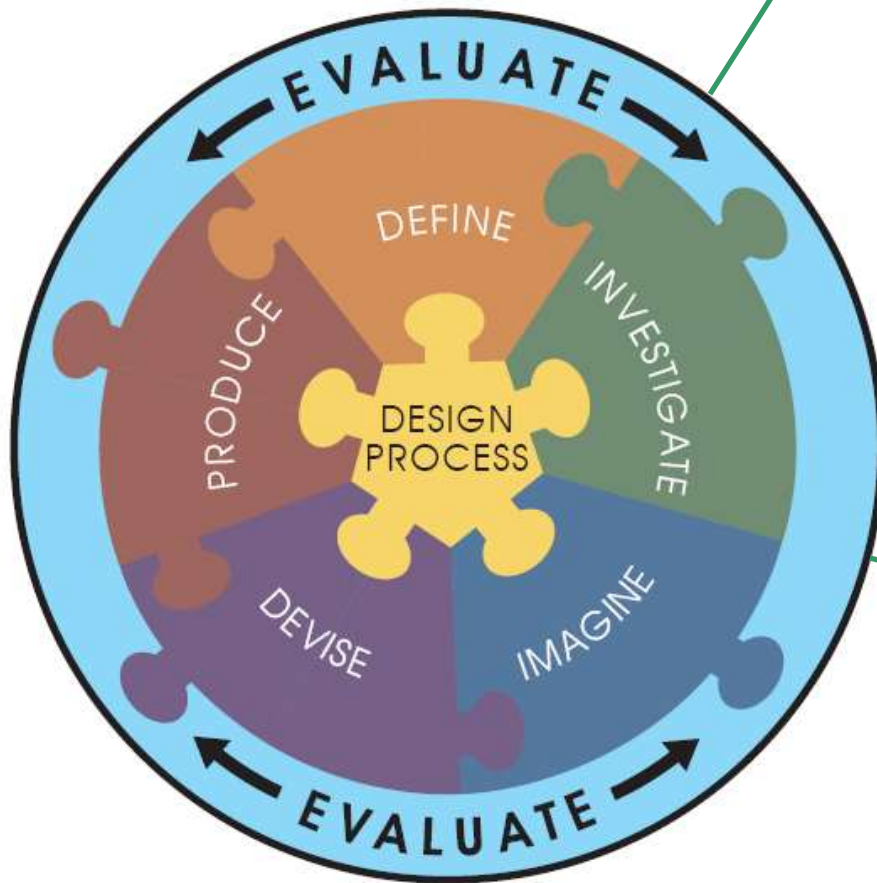


Students identify and **define** a problem or need.



Define
the
problem

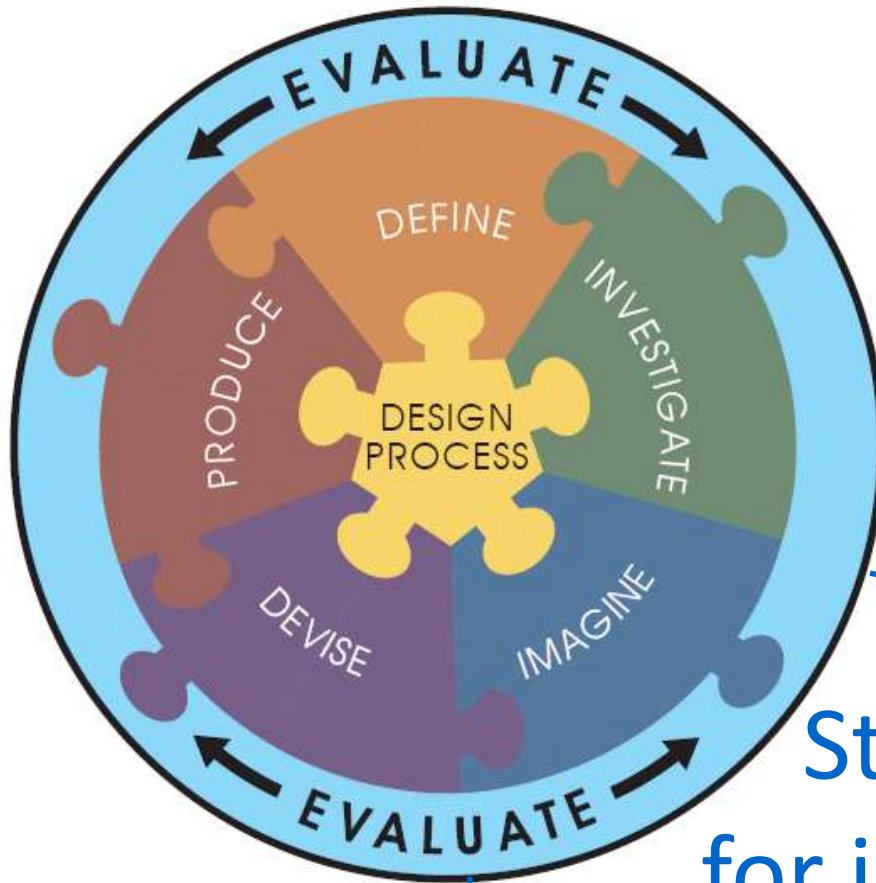




Students **investigate** the circumstances surrounding the problem. They gather and organize facts through research.

Investigate

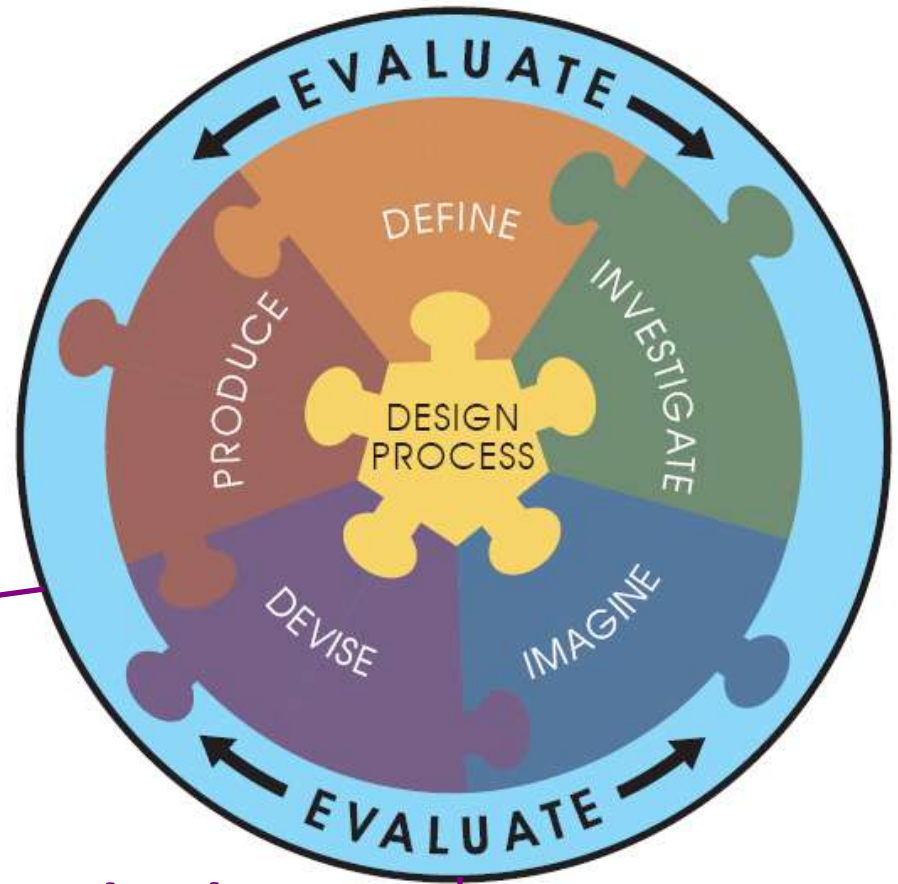




Students look for inspiration and brainstorm ideas. They **imagine** potential solutions.

Imagine



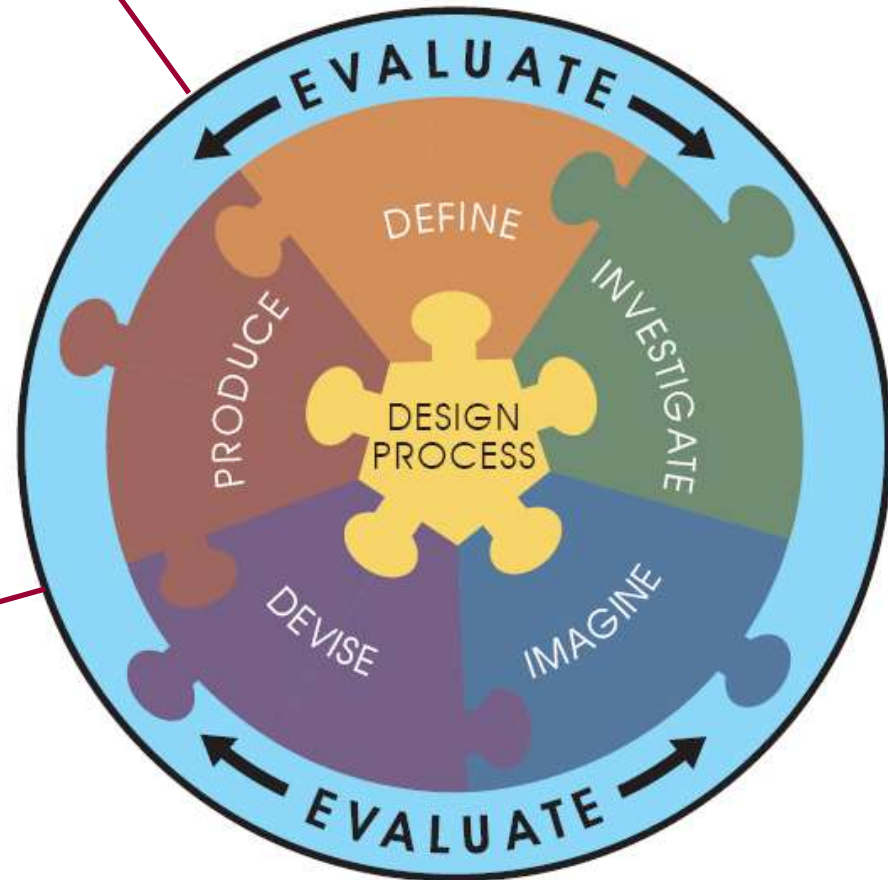


Students create a model or prototype and plan (or “**devise**”) the process that they will use to create their final product.

Devise

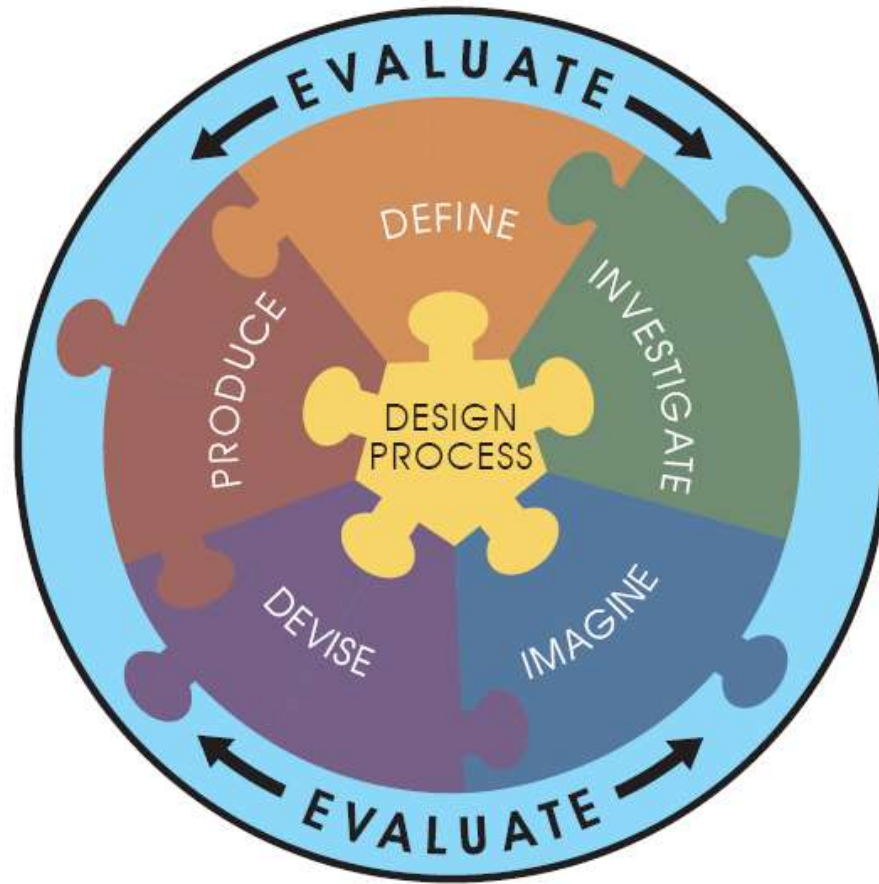


Students **produce** a final solution, meeting certain requirements or constraints (e.g., function, money, time, materials).



Produce





Students **evaluate** their ideas throughout the process, possibly leading to a cycle of design revisions.

Evaluate



Why is the design process a useful tool?

- Encourages critical thinking
- Practical
- Purposeful
- Creative
- There's no "right" answer
- Links to real life situations
- Interdisciplinary
- Hands-on and interactive
- Can strengthen communication skills

City by Design: Define



Investigate



Commercial

Places Where People Buy and Sell Things



Cleaners



Gas Stations



Restaurants



Banks



Office Buildings



Supermarkets



Movie Theaters



Hotels



Shopping Centers



Garages



Stores



Pharmacies



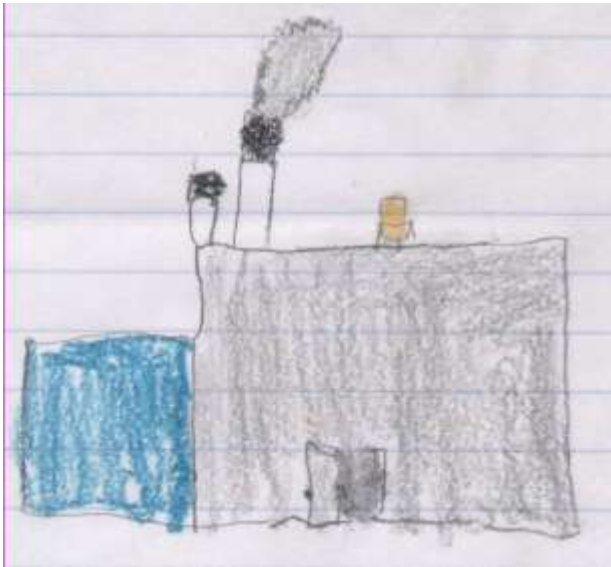
Stadiums

Imagine

Christian - House
John - Town House
Semi-Condos
Warda - house
Dunya - house
Ramsha - ~~Mansion~~
Apartment Building



Devise



Produce



Evaluate and Connect to Students' Daily Lives



Creating your own Lesson Plan using the Design Process

Where to start?

- Standards
- Current Community problems or events
- Careers
- Content area or Museum exhibition
- Activity
- End product

Questions to Ask

- Define: What is the problem that students will solve?
- Investigate: How will students gather and organize facts and background information? Where will they do their research?
- Imagine: How will students brainstorm ideas? A group discussion? A writing assignment? How can you facilitate this step?
- Devise: How will students decide what to produce? How will they plan the steps of their project? A sketch? A list? A model?
- Produce: What materials will students use? How will you guide them as they create their project?
- Evaluate: How will students evaluate each step of the process? How will they evaluate their end product? What questions will they ask themselves? How will you evaluate them?

Thank You!

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