



Bringing the business of design
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PROTOTYPING ACTIVITY

PURPOSE: To support students in developing 3D modelling skills

Purpose of activity:

- To practice hands-on making and creating in teams
- To appreciate scale and ways of making using different media

The goal:

Students create a new 3D object by taking turns to add new materials and elements.

How:

Students can do this activity in their teams.

Timing: 5 - 30 mins

You need:

3 materials for each team (e.g. clay, straws, existing objects, blue-tack, string...)

The activity:

1. Each member of the team starts with making something in clay then passes it on to the next team member to add something but using a different material.

You can time the students, giving them a set amount of time (maybe 3- 5 minutes each) before passing it on to the next member of their team. Make sure all team members contribute.

2. Display final models and discuss:
 - What has been created and ways of modelling and making to show ideas in 3-D
 - Can students assess, explore and combine their models to make a refined object that relates to the theme?
 - Questions the strengths and merits of what each group produced

Potential outcomes/ next steps:

- Use this activity with other materials- paper, scissors, sellotape - to move students on from 2-D drawings to 3-D modelling and prototyping when generating ideas
- Encourage students to routinely work in 3-D to appreciate scale and to visualise their ideas.

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The Deutsche Bank youth
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