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DESIGN VENTURA 2009–2019

Bringing the business of design to life with Deutsche Bank

the **DESIGN MUSEUM** + **BORN TO BE**
The Deutsche Bank youth engagement programme

TEAM ICEBREAKERS

PURPOSE: To support your students to work in teams, and to generate early ideas in response to the Ventura brief.

INTRODUCTION: This resource features a series of short 'icebreaker' activities. They aim to help you to support students to find ways into the brief, choose their teams, understand teamwork and find their individual talents.

WHEN TO USE THESE MATERIALS: These icebreakers can adapted for use as lesson starters or at any point in the project, but will probably be most useful as extension activities before or after your launch workshop.

OVERVIEW

Aims:	• Support students to develop design ideas through drawing, discussion and simple model-making • To provide insights into the professional world of design • To help individual students appreciate their talents and contributions to a team
Learning intentions:	• Kick-starting, sketching and developing ideas in response to a brief • Gain insights about team work and individual roles in a team • Appreciate skills and gain insights required to answer a brief in a team
PLTS:	• Team Workers: collaborate, reach agreements, adapt behaviour, show fairness, take responsibility • Self-managers: Seek out new challenges, work towards a goal Reflective • Learners: Assess themselves and others, set goals, review progress, invite feedback • Creative thinkers: all subset skills.
Duration:	• 20-30 mins (depending on chosen activity)
Video/worksheet resources:	• Ventura briefing film (on the Design Ventura Website) • Team Role Description sheet
Materials:	• Paper, pencils, pens, Post-Its, ball of string

SUMMARY OF ACTIVITIES:

1. Fun warm up
2. Team roles focus workshop
3. Team identity activity
PURPOSE: To support your students to work in teams, and to generate early ideas in response to the Ventura brief.

THE FUN WARM UP

Purpose of activity:
- To kick-start the Design Ventura project in a fun way as a class
- To warm students up by working with others towards a common goal

The goal: A 'spider web' of connections made with a ball of string, which will be affected by different decisions made by the team.

How: Students can do this activity as a class, group or team

Timing: 20 mins

You need: A large ball of string

The activity:
- 1. Position students in a circle, or around the edges of the room.
- 2. The 'team leader' holds the end of the ball of string, says the name of another student and throws the ball of string towards them, keeping hold of the end.
- 3. The person catches the ball, pulls the string tight between them and the 'leader', and keeps hold of their section. They then say the name of another student whilst throwing the ball towards them.
- 4. This is repeated until all students are holding a section of the string and a 'web' has formed between participants.
- 5. The group can then see how their actions affect the web – can everyone sit down on the floor without letting the web fall apart? What happens when one person pulls hard on their section? What happens when two people let go? What happens if the string is cut in the middle? Encourage the group to experiment with different ideas

Potential outcomes/ next steps:	• Explain how team members will be connected so the actions of a single person will affect the whole team, in both positive ways and negative ways.
	• Everyone has a responsibility to contribute.
	• Are natural groups or team leaders starting to emerge?
	• Discuss with students what they enjoyed about working together.

TEAM ROLES FOCUS WORKSHOPS

Purpose of activity:	• To highlight the requirements of the Design Ventura team roles
	• To enable students to understand and choose their suitable roles
The goal:	• Students will write short job descriptions for each of the team roles and consider the skills, attributes and responsibilities required for each.
How:	• Students can do this activity as a class or in groups around tables.
Timing:	• 30 mins
You need:	• Large sheets of paper, post-its and chunky pens handy.
	• Role descriptions for Ventura team member's sheet (find this on ventura.designmuseum.org)
Top tip:	• A job description defines a person's role and responsibility.
A Job Description should include:	• A list of the tasks you have to do in the job
	• What responsibilities you take on in order to do the job
	• What skills and attributes you need to have to do the job.
The activity:	1. As a class, write each job description on a big sheet of paper 2. In pairs ask students to write the following things about each other on a post-it note:
	• Name
	• 2 important aspects of their personality
	• 2 skills/ attributes they have (Encourage students to be factual and fair and to discuss answers)

3. Now ask students to place their post-it notes by the Job Description that they think best suits their partner's skills and attributes. Discuss as a class and use the findings to create teams and choose roles in each team.

Potential outcomes/ next steps:
- Students can start to work together within their newly chosen teams
- Students can refer to and use their job descriptions as touchstones to appreciate what they need to do to fulfil their role within their new team

TEAM IDENTITY

Purpose of activity:
- Once students have their team roles, they may wish to use their individual skills to create their own team identity

The goal:
- Teams create a team identity including a team name and logo

How:
- Students can do this activity in teams

Timing:
- 30 mins

You need:
- Paper and pens

The activity:
1. Ask teams to consider:
- Their strengths?
- Their team ambitions for the Design Ventura project?
- How they want to work together?
- Any early design ideas that fit the brief?
- Create signs/ symbols/ logos/ mascots to suit your personalities

2. Bring all these answers together as a team. Is a word, phrase or pattern emerging?

3. Adapt and make a hybrid of your designs to come up with a team logo.

4. Create a short list of ground rules for working as a team that you all agree on:
- How do you make decisions?
- How will you keep to task?
- How do you ensure everyone's opinion is heard?

- **Top tip:** If students are stuck for team names, list them out in a game of 'consequences'.
- Take it in turns to list a name on a piece of A4 paper. Fold the paper hiding the name you wrote and pass it on to the next team member to do the same.
- Look at all your ideas for names. Vote or decide on a name.

  5. Ask students to present their new team identities to the class.

Potential outcomes/ next steps:

- Students have a clear identity and manifesto for working together. Students can re-use elements of this activity later to develop names and logo ideas for their products.