



**DESIGN  
VENTURA  
2020**

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## Prototyping Activity

### To support students 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...)

#### Hygiene:

Hygiene standards should be considered for activities, including: regular hand washing, the use of gloves for object handling and cleaning any shared materials with antibacterial wipes/spray between handlings.

#### The activity:

Each member of the team starts with making something in one material 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.

#### 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 brief
- Questions the strengths and merits of what each group produced

#### Potential outcomes/ next steps:

- To move students on from 2D drawings to 3D modelling and prototyping when generating ideas
- Encourage students to routinely work in 3D to appreciate scale and to visualise their ideas.

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