

Early September Design Ventura 2019 Goes Live! Launch your project ☐ Visit the Design Ventura website at ventura.designmuseum.org to check out essential project info and resources ☐ From Wed 4 Sept: Watch the 2019 Design Ventura brief video ☐ Organise students into teams of 4–6 ☐ Team members take on design and enterprise roles and responsibilities ☐ Research the Design Museum online for	 □ Test your product idea on your target market e.g. students in the playground, teachers, family or carers etc. and modify it as necessary □ Prepare a pitch to 'sell' the product idea to the rest of the class Sign up to a free 90 minute workshop at the Design Museum or organise a school visit. These are free and bookable via the Design Ventura website.
initial inspiration Identify products for sale online that relate	November Class pitch
to the 2019 brief (designmuseumshop.com) OPTIONAL: Plan a visit to the Design Museum. You can book in to visit the shop and Designer Maker User exhibition	 Download the Design Ventura Judging Criteria (available in 'Resources Index') to support this Hold a pitching session in which each team presents their final design idea to the rest of
OPTIONAL: Book in a free 90 minute	the group
Design Ventura workshop for your students.	☐ Choose the best idea for entry into the Design
These are limited in number and allocated on a first come first served basis	Ventura competition This top team refines their design idea, creates
'Launch' support materials are available in 'Project Guide' on the Design Ventura website.	a simple 3D model or 2D presentation and finishes their competition sheets, completes an entry form and relevant evaluation forms for submission
Mid-September	Check out the entries made by previous
Research Research key info about the Design Museum and its shop Research relevant products and consider your target audience	'Pitching your idea' support materials are available in 'Project Guide' on the Design Ventura website.
 Create a profile for your target audience or user Generate initial ideas in response to the brief. How do these relate to the products already on sale at the Design Museum? 	13 November Submit your entry ☐ Submit a completed competition entry form and three A3 design sheets by 5pm on Wednesday 13 November 2019
September – October	☐ Complete student and teacher
Design development Run a design workshop using our	evaluation forms
template session	Enter online at: ventura.designmuseum.org
 □ Develop design ideas through sketches and/or 3D modelling □ Identify key design features of your ideas to 	Shortlisted entries are announced and schools informed, check blog section on website and social media for announcement.
make your product appeal to the target user	
Explore materials and think about how this will affect manufacturing and cost. Consider sustainability throughout the	'Submit Your Entry' forms and information are available in 'Project Guide' on the Design Ventura website.
development of your ideas Each team selects their best idea and creates further design sketches and a simple model or prototype	9 December Pitch perfect Top ten shortlisted Design Ventura teams compete in a pitching day at the Design Museum,
'Design' support materials are available in 'Resources Index' on the Design Ventura website.	in which they 'sell' their idea to a panel of leading designers, entrepreneurs and the Museum's Head of Retail.
October - November	February 2020
Be enterprising! ☐ Consider the available budget and choice of materials, simple manufacturing processes etc ☐ Think through costings – use the budget template on the website as a guide ☐ Create a marketing plan and identify your product's Unique Selling Point (USP)	Celebrate! Finalists attend a celebration event hosted at the Design Museum in which the winning teams are announced. Top ten entries from the competition are exhibited at the Design Museum in a special public exhibition. All participating students receive Design Ventura award certificates.
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