

A brainstorm of all the things you are going to have to think about to devise a great Scheme of Work.

3. Problem Analysis

A checklist of all the things your Scheme of Work must have, or do, or be, to meet the brief (check with the Situation, Brief & Problem Analysis to be sure you don't forget anything). Try to make some of these things measurable.

4. Solution Specification

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Name

Scheme of Work Design Workbook



1. The Situation

Aka understanding the background to the Design Problem.

The new National Curriculum in England sets out the Subject content for Key Stage 3 thus:

'Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of domestic and local contexts (for example the home, health, leisure and culture) and industrial contexts (for example, engineering, manufacturing, construction, food, energy, agriculture (including horticulture) and fashion).

2. The Brief

The basic Design Problem you have to solve.

Devise and resource a Scheme of Work that uses an architectural problem or output as the 'domestic, local or industrial' context for satisfying the NC's Subject content requirements.

The Scheme of Work should be aimed at a particular Year Group, and should be capable of completion within 6 weeks with one double period of 90 minutes per week (i.e. total contact time of 9 hours plus 3 half-hour homeworks).

Resources budget £60 (i.e. £3 per head for a group of 20).

Evaluation

How well does your Scheme of Work meet the specification?

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5. Initial Ideas

Lots of sketches, doodles & descriptions of all kinds of ideas for the outcome of your Scheme of Work

6. Final Design

A larger sketch of the final decisions you have come to about the outcome of your Scheme of Work, how it will work, how it will be made and such like. Add lots of notes