

# KS4 DESIGN CHALLENGE

You will need =

1. notepad, A4 paper or sketchbook
2. Smart phone with camera/alternative
3. Time per task = 30 mins.

Do what you can, when you can e.g. you could do 4-5 challenges in one day.

Submit your photographic progress by uploading it to Teams and tweeting it on the Hungerhill DT twitter page.

**TWITTER - @hungerhilldt #hungerhilldt**

\* Reward \* - complete all 65 of the challenges for a reward

\*Special Prize \* Your DT teacher will give a very special prize to a complete piece of work (all 65) which has the wow factor. Good luck!

<b>Week 27A</b>	1. Draw a range of different sized isometric boxes	2. Draw a 1 Point perspective box	3. Draw a 2 point perspective box	4. Draw a wooden cube (using isometric drawing)	5. Draw a Plastic cube (using 1 point perspective drawing)
<b>Week 28B</b>	6. Draw a metal cube (using 2 point perspective drawing)	7. Draw a child's toy car using the techniques used from tasks 1-6.	8. Draw your house using 2 point perspective or isometric drawing	9. Design a product to help the elderly in the garden	10. Design a product to encourage young children to play outdoors
<b>Week 29A</b>	11. Design a clothing item for a teenager inspired by <b>Vivienne Westwood</b>	12. Design a children's bed that will not allow them to fall out.	13. Design a wacky product which has 3 functions (e.g. clock+ radio + toothbrush)	14. Design a map of where you live in the style of <b>Harry Beck</b> Tube map.	15. Design and sketch a product that has a moving element in 3D
<b>Week 30B</b>	16. Design a product to help elderly people eat food	17. Design a chair for your bedroom in the style of <b>Coco Chanel</b>	18. Design a new school entrance in the style of <b>Norman Foster's</b> Gherkin building	19. Create a scale drawing of your mobile phone (life size, 2D or 3D)	20. Design a storage unit in the style of <b>Ettore Sottsass</b>
<b>Week 31A</b>	21. Design a school bag inspired by <b>Sir Alec Issigonis</b>	22. Design a storage item for a teenagers bedroom	23. Design an item for the kitchen in the style of <b>Alberto Alessi</b>	24. Design a children's toy based on your favourite animal	25. Design a product to help people to grow vegetables in their house
<b>Week 32B</b>	26. Design a recycling bin for the school canteen	27. Design a clock for your bedroom inspired by <b>Philippe Starck</b>	28. Design a desk light for a university student desk	29. Design a wallpaper pattern inspired by <b>William Morris</b>	30. Design a product for an elderly person with no legs
<b>Week 33A</b>	31. Design a Trophy for the DT student of the year	32. Design a product that you think would help young people understand recycling	33. Draw a small electrical item from your kitchen in 2D	34. Write an acronym for the word DESIGN	35. Draw your ideal garden in 2D plan view (from above)
<b>Week 34B</b>	36. Design an Art Deco inspired pencil case	37. Design a toy for a child with one arm	38. Design the ideal wand for yourself if you were to go to Hogwarts	39. Design a snakes and ladders game themed on your favourite book	40. Design a CD cover for your favourite bands next release
<b>Week 35A</b>	41. Draw a small electrical item from your kitchen in 3D	42. Design a promotional product based on your favourite film e.g. Cup	43. Redesign the school logo inspired by Memphis design principles	44. Use ACCESS FM to analyse a pencil sharpener	45. Choose a product and sketch how you could put it to an alternative use
<b>Week 36B</b>	46. Design a poster which encourages people to fix things	47. Design some bookends based on your favourite book	48. Reorganise, redecorate or repair something in your home and take a photo of before and after	49. Design an egg cup which is made from something reused in the home	50. Design a bag for life inspired by Pop Art
<b>Week 37A</b>	51. Redesign the package/wrapper of your favourite food	52. Design a multi purpose tool which suits your lifestyle.	53. Write an acronym for the word TECHNOLOGY	54. Design a game system which is inspired by your favourite film or book	55. Design a guitar which can be played with one hand
<b>Week 38B</b>	56. Design a face mask suitable for a child to wear for protecting from Covid-19	57. Design a product which can help you if you get lost	58. Write down the name of 3 products which you think are great. Explain why?	59. Compare 2 products which do the same job. Say WWW,EBI for each	60. Design a product which allows jockeys to hold a water bottle drink while riding
<b>Week 39A</b>	61. Recycle something and photograph/sketch/tweet what you did	62. Reuse something and photograph / sketch/tweet what you did	63. Repair something and photograph / sketch/tweet what you did	64. Refuse to use something bad for the environment and photograph / sketch/tweet what it was	65. Reduce the amount of something you use and photograph / sketch/tweet what it is