A decorative graphic on the left side of the slide, consisting of a teal triangle pointing downwards and a white diagonal line running from the top-left towards the bottom-right.

'Plushie' with a purpose

Year 7 Soft Materials

Context: 'Plushie' with a purpose

You are to use hand sewing skills and felt material to design and make a 'plushie'.

The plushie needs to fulfil a problem or need and be designed for a particular stakeholder.

During this lesson you need to:

1. Explore possible needs and stakeholders.
2. Use the PMI to select the best problem to solve. State WHY you chose it.
3. Develop a design brief (stakeholder needs, conceptual statement & attributes)

Key ring



Hand warmer

Examples of

Plushies

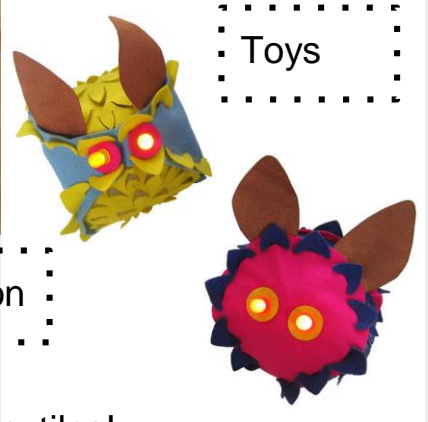
Cat toy



Mrs. Ws night light!



Christmas decoration



Toys

These are examples of e textiles!

WALT...develop a design brief.

Technological Practise – Brief Development Rubric

Achievement Objectives	Level 1	Level 2	Level 3	Level 4	Level 5
<i>Indicators:</i>	<p><input type="checkbox"/> I can tell someone what outcome I will make.</p>	<p><input type="checkbox"/> I can explain my outcome to be made. (what)</p>	<p><input type="checkbox"/> I can describe my outcome to be made. (what and how)</p> <p><input type="checkbox"/> I can explain how it links to the need/opportunity.</p>	<p><input type="checkbox"/> I can identify a need or opportunity from the given context/issue.</p>	<p><input type="checkbox"/> I can identify a need or opportunity from the given context/issue.</p>
				<p><input type="checkbox"/> I can write a conceptual statement that states the nature of the outcome (who, where, what, when, how) and explain WHY this outcome should be developed.</p>	<p><input type="checkbox"/> I can write a conceptual statement that justifies – gives reasons for- the nature of the outcome (who, where, what, when, how) and explain WHY this outcome should be developed.</p>
	<p><input type="checkbox"/> I can identify attributes for an outcome, e.g. colour, size, shape, what it will do, etc.</p>	<p><input type="checkbox"/> I can describe attributes for an outcome, e.g. colour, size, shape, what it will do, etc and say why they are important.</p> <p><input type="checkbox"/> My attributes link to the need and resources available.</p>	<p><input type="checkbox"/> I can describe attributes for an outcome, e.g. colour, size, shape, what it will do, etc and say why they are important.</p> <p><input type="checkbox"/> My attributes link to the need and resources available.</p> <p><input type="checkbox"/> I can identify the KEY attributes. (attributes that will help me to develop and evaluate the outcome)</p>	<p><input type="checkbox"/> I can describe attributes for an outcome, e.g. colour, size, shape, what it will do, etc and say why they are important.</p> <p><input type="checkbox"/> My attributes link to the need and resources available.</p> <p><input type="checkbox"/> I can identify the KEY attributes. (attributes that will help me to develop and evaluate the outcome)</p> <p><input type="checkbox"/> I can explain the physical and functional key attributes for my outcome based on stakeholder needs and wants.</p>	<p><input type="checkbox"/> I can describe attributes for an outcome, e.g. colour, size, shape, what it will do, etc and say why they are important.</p> <p><input type="checkbox"/> My attributes link to the need and resources available.</p> <p><input type="checkbox"/> I can identify the KEY attributes. (attributes that will help me to develop and evaluate the outcome)</p> <p><input type="checkbox"/> I can explain the physical and functional specifications for my outcome based on stakeholder needs and wants.</p>
				<p><input type="checkbox"/> I can explain which key attributes would allow my outcome to be evaluated as 'fit for purpose'.</p>	<p><input type="checkbox"/> I can explain which specifications would allow my outcome to be evaluated as 'fit for purpose'.</p>

WALT...develop a design brief.



Brief Development Analysis of Context and Stakeholder PMI



Brainstorm of Context:

Toddlers
Kindergarten Age
Night Light
Babies
Plushie with a Purpose

Task One:

Brainstorm ideas for possible needs/stakeholders

Fill the space with lots of different ideas for the plushie.

Add possible stakeholders - who might use this idea?

When full, highlight your 3 favourite ideas.

Now you are ready for Task 2

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Stakeholder PMI - Highlight 3 stakeholders from your brainstorm. Complete the PMI analysis:

Stakeholder & Need	Positive Points	Minus Points	Interesting points

Stakeholder & Need	Positive Points	Minus Points	Interesting points
Night light - My son, Lucian (age 4)	- will help me at home as my son will no longer be scared at night -	- jealousy - my eldest child may want one too. - could be hard to get stakeholder feedback. - i would need to do more research into e textiles.	- will make my child happy - fun project - shape could be unique.

Stakeholder. Why did you choose this?

Task Two:

Analyse the stakeholders and needs (PMI)

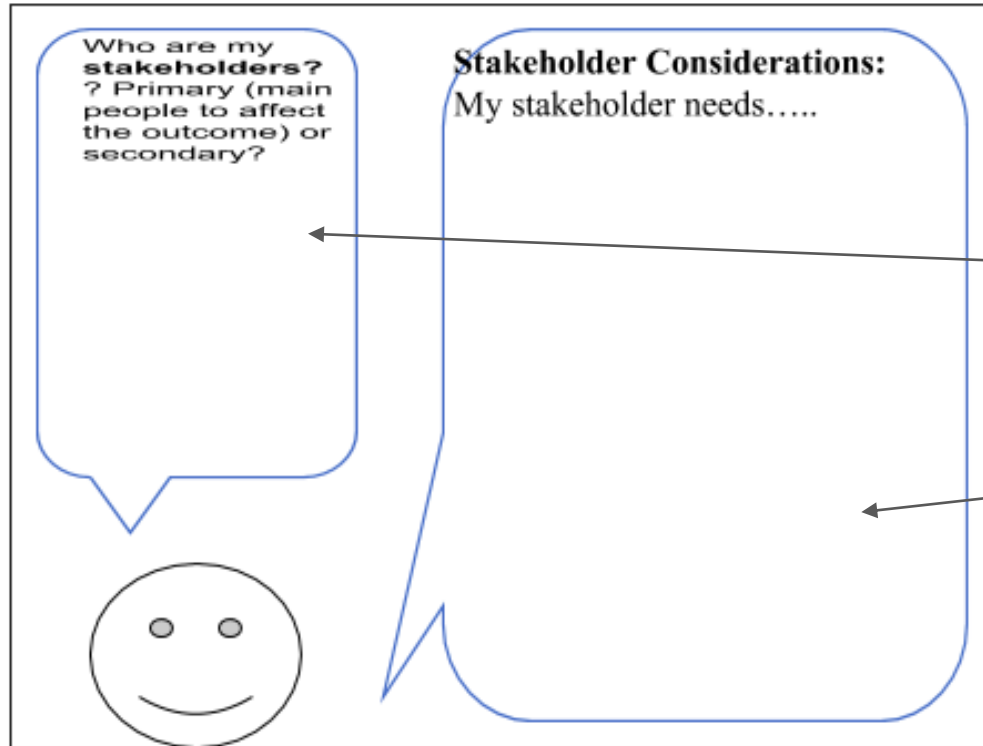
Write down each need.

Analyse the positive, negative and interesting points of having this as your need

When 3 needs have been analysed, use the PMI to choose the best idea to develop. Explain WHY chosen.

Now you are ready for Task 3.

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Task Three:

Considerations of the chosen stakeholder

Write down key stakeholders - users, designers, **who** might affect your design?.

Think about your chosen **user**. What do they need/want? Any information that could help you to design? E.g. favourite colour, hobbies etc.

Now you are ready for Task 4.

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Need: What is the *problem* you are trying to solve? Where for? When used? How does this need link to the context?

Task Four:

Explain the NEED:

Explain the PROBLEM you are trying to solve.

When and where will it be used?

How will it be used?

Any *constraints*? (e.g. time, materials, skill etc)

How does this need *link to the "Plushie" with a purpose context*? Explain

Now you are ready for Task 5.

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Conceptual Statement:

I am going to design and make...

.....

.....

.....

.....

Task Five:

Write a CONCEPTUAL STATEMENT:

Write down what you are actually going to make.

Why are you making this?

Now you are ready for Task 6.

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Attributes:	Physical Attributes	Functional Attributes
	<p>- It must be no larger than 300mm x 300mm to enable the outcome to be completed on time. This attribute is key because.....</p> <p>-</p>	

Physical Attributes:
looks/appearance

E.g. materials, shape, size, texture, colour, performance properties, etc

Functional Attributes:
What it does

E.g. job of overall outcome, parts of outcome, etc

Some attributes will be both functional and physical. E.g. a split ring is a physical thing used to hold keys.

Task Six:

Write down ATTRIBUTES for the intended outcome:

1. Think about what you want the plushie to be/have/do etc.
2. Write down each attribute in the correct column. EXPLAIN why the attribute is important.
3. Highlight the KEY attributes
4. Explain how each KEY attribute can be tested to check the outcomes 'fitness for purpose'. (see notes for e.g.)

