

Intro to Design Club project – Delivery guide

Main aims

- Help the group to bond – and inspire and inform them about Design Club
- Give the context for why we design and the design thinking process
- Start to set the culture of the group by examining designer mindsets

What you need

- ❑ [Intro to Design Club slides](#)
- ❑ [Name cards](#) & [holders](#) OR stickers OR [Lanyards & Name Cards](#)
- ❑ A4 printouts: [6 pledges](#) / [Example app](#) / [Design process](#)

5 mins – Quick introduction / Slides 1-4

- ❑ Introduce yourself and what you do
- ❑ Explain we'll be designing + prototyping mobile apps. Check they know terms
- ❑ Show everyone a sample certificate they'll get from the [Resource Hub](#)

10 mins – Warm-up game: Tell us about you / Slide 5

- ❑ Hand out name cards, stickers or lanyards
- ❑ Explain we all have commonalities and we are all different
- ❑ Give the children 5 mins to make a badge (make for yourself too)
- ❑ Ask each child to present their badge to class (or to each other in groups)
- ❑ Say that a diverse team of designers often come up with the best mix of ideas

10 mins – Agree our Design Club pledges / Slide 6

- ❑ Split into 2 and 3s; give each team one or two of the [6 pledges](#)
- ❑ Encourage teams to share what they think their pledge means
- ❑ Ask why it might be important for designers to show these behaviours

10 mins – Explore the mobile app user / Slide 7

- ❑ Hand out an [example app](#) worksheet to each team
- ❑ Ask teams to think who the app is designed for and what it helps them do
- ❑ Optional: Ask the group which apps they use and what makes them useful

10 mins – Put the design process in order / Slide 8

- ❑ Ask for 5 volunteers; give each a [design process](#) step; ask them to hold it up
- ❑ Ask the group what each step involves, then put the process in order
- ❑ Optional: Ask the group to stick the sheets up on the walls with Blu Tack