

Grade 8 MYP Design

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Welcome!

The aims of MYP design are to encourage and enable students to:

- enjoy the design process, develop an appreciation of its elegance and power
- develop knowledge, understanding and skills from different disciplines to design and create solutions to problems using the design cycle
- use and apply technology effectively as a means to access, process and communicate information, model and create solutions, and to solve problems
- develop an appreciation of the impact of design innovations for life, global society and environments
- appreciate past, present and emerging design within cultural, political, social, historical and environmental contexts
- develop a respect for others' viewpoints and appreciate alternative solutions to problems
- act with integrity and honesty, and take responsibility for their own actions developing effective working practices

The Plan

Semester 1	Semester 2
Unit 1: Who is the IB Designer? <i>We'll explore types of designers and the work that they do. You'll do a mini-research project to explore how the design cycle applies to a field that interests you.</i> Unit 2: Zines! (product design) <i>Zine culture has a special place in Portland, Oregon culture. Now a worldwide phenomenon, we'll add our own zines to the library, formatting and designing a paper booklet on a topic of choice.</i> Unit 3: Coding Worlds (digital design) <i>We'll use CodeHS to design worlds: first, for Karel the Dog...then, any world you like!</i>	Unit 5: If the Shoe Fits (product design) <i>You'll design a homemade pair of shoes for a client of your choice.</i> Unit 6: Designing for Community (product / digital design) <i>We'll focus on the problem-solving aspect of design - what can we create that helps our community with a common issue?</i> Unit 7: Independent Design Project (product / digital design) <i>You'll apply your practice with the design cycle to a project of your choice.</i>

Class Routine

Most days, we will follow the schedule below. Other days may be used for class meetings, workdays, or review. We may also begin with a look at design careers and real-world examples.

10 mins:	Warm-up
5 mins:	Objective and daily agenda / Planner Update
10-15 mins:	Lesson Part 1
3-5 mins:	Bio-break / Movement
10-15 mins:	Lesson Part 2
10 mins:	Closing/Wrap-Up / Planner Update

Materials you need DAILY:

1. A computer or Chromebook with a working microphone, speakers, and/or video camera.
2. Homework planner
3. A notebook
4. pen / pencil / highlighter

IB MYP Grading Criteria

Design uses four criteria, scored 0-8:

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|--|--------------------------------------|
| ★ Criterion A: Inquiring and analyzing | ★ Criterion C: Creating the Solution |
| ★ Criterion B: Developing ideas | ★ Criterion D: Evaluating |

These scores will show up as percentage grades on Synergy.

Class Expectations

- My goal is for you to be engaged in our class - whether learning synchronously (live meetings with me and your classmates) or asynchronously (independently, when you can access materials). I will encourage you to do your personal best during distance learning and to be successful.
- You can turn in late work without losing points and most assignments can be redone if you are not happy with your grade. Keep in mind that meeting deadlines will help you to manage your workload and enable you to stay focused on our current assignments and activities.
- I expect you to interact respectfully with your peers and teachers.
- Here is a link to [OTA Behavior Expectations](#).
- Here is a link to my [classroom policies](#) for more detailed information.