🔧 AB2.3 – Designer

Mini task Day 2

Project: The Red Square Thinks With Us
Role: Designer – Gestaltung improve & Wirkung visible machen

What is today about?

On the first day, you began designing the Red Square as a model with shaded zones and materials. Today you take this one step further:

- **Improve your design based on real temperature values.**
- **Show the effect of your ideas in the model.**
- Start photo documentation for the later presentation.

You need

- Euer bestehendes Stadtmodell (rote Steine, “Sonne“)
- Pappe, Papier, Farbe, Kleber, Schere
- ggf. Figuren, Bäume, Stoff, Alufolie, Plexiglas, Marker
- Sensorwerte from developers

Task 1: temperaturezonen with Sensorwerten check

Use the real values from the Arduino sensor.

1. Talk to the developers:
    - Welche Stellen sind am hotest (°C)?
    - Wo ist es am coolsten?

2. Compare this with your previous marking from AB1.3.
3. Mark the zones again, e.g. with Post-its, colours or paper.

✍️ Was hat sich verändert?

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Task 2: Neue Elemente zur Verbesserung

Add further elements that are intended to provide targeted cooling:

- Noch mehr Schatten?
- Helle Oberflächen?
- “Water areas” made from blue foil?
- Hochhäuser, Bäume, Dächer, Sitzflächen?

✅ Goal: This design should later be measurable by the sensors.

Task 3: Wirkung show (Dokumentation)

Make your model comparable and easy to understand.

1. Fotografiert or zeichnet:
    - Before: “This is what it looked like.”
    - Nachher: “with neuen Elementen“
2. Schreibt brieflye Bildunterschriften:
    - “Hier war es 34 °C, jetzt nur noch 29 °C“
    - “Diese Fläche ist jetzt schattig“
3. Notiert all/everys in eurer Projektpräsentation

Task 4: Erste Erzählung planen

Think about how you will explain your model later.

- What was the problem?
- What did you change?

- Was hat gewirkt?

✍️ Notiz:

“Unser model zeigt, dass …“
