

Lesson 5: Idea Initiation



Overview

By the end of the lesson, pupils should be able to:

- Understand the purpose of the Design Heuristic tool.
- Understand how to use Design Heuristics to generate initial ideas.

Class Length: 40 minutes

Year Groups: All ages

Resources: Computer, projector, printed handouts, pencils.



Lesson Structure

1. Introduction to Design Heuristics

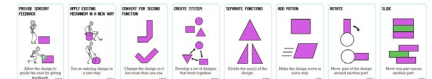
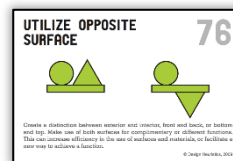
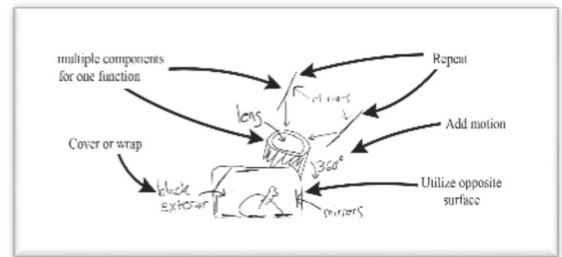
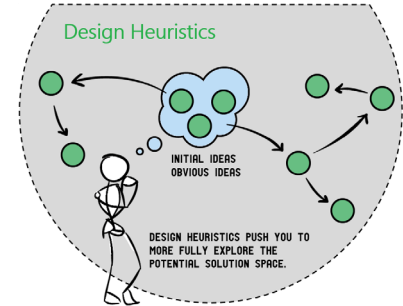
- What are Design Heuristics?
- Idea modifiers to push your thinking further.
- Design Heuristics are a tool to help you think and modify ideas.

2. Design Heuristic Guidelines

- Use any part of the tool to generate a new idea
- Generate new ideas by applying a card to a previous idea
- Use the abstract image to inspire ideas
- Use the title to inspire ideas
- Use the description to inspire ideas

3. Using the Design Heuristics

- There are many ways to use Design Heuristics to push your idea generation and development further:
 - *Generate initial ideas*
 - *Transform ideas*
 - *Change parts or sub-components of ideas*



Lesson Activities

Activity 1

Purpose: Reinforces the importance of recording your own initial ideas first; natural idea generation.

Problem: Generate ideas for a superhero.

Activity 2

Purpose: To help students overcome exhaustion, they will use Design Heuristics to push their thinking a little further to generate more ideas.

Problem: Generate more ideas for a superhero.

Lesson Notes

