



FRANK
LLOYD
WRIGHT
TRUST

RETHINKING DESIGN

GRADE: 6-8, 9-12

TIME: 30 minutes

Over the course of his career, Frank Lloyd Wright continually worked to shape and improve the way people lived through design. As an introduction to basic design concepts and principles, participants will think critically about the designed world around them by selecting an object used on a daily basis and re-imagining its design to improve its form and function.

INTEGRATED SUBJECTS: Visual Art & Technology

MATERIALS & RESOURCES

Drawing paper
Pencils

OBJECTIVES

1. Explore and make connections between an object's form and its function.
2. Think critically and creatively about design and how it impacts our daily lives.
3. Communicate ideas and design concepts visually and verbally.
4. Introduce basic design concepts and principles.
5. Experience issues designers consider including accessibility.

ESSENTIAL QUESTIONS

1. How does design impact and shape the world around us?
2. What steps do you take when you design and create?
3. How does an object's purpose and function impact its design?
4. Does design impact an object's function and use?

LESSON PROCEDURE

- Ask participants to consider what design is and what things are designed.
- As a group, briefly agree on a definition and brainstorm a list of designed objects that are used on a daily basis.
- Present participants with the design challenge of re-imagining an object they use on a daily basis in order to improve its aesthetics and/or function.
- Have participants consider:
 - What does "good design" mean? What things do designers consider? What influences and objects design?
 - What influences an objects use? What is the object's purpose? How is it used and who can use it?
- Have participants make notes as they sketch their object's new design.
- Have participants share their designs and answer:
 - What improvements were you looking to make to your object? Aesthetics, function, usability and accessibility?
 - What did you change about the design? What did you keep? How did the object's purpose impact the design?