



6th Grade Design

Willows Preparatory School 2020-21

Subject Aims

- Enjoy the design process and develop an appreciation of its elegance and power
- Appreciate past, present and emerging design within cultural, political, social, historical and environmental contexts
- Develop knowledge, understanding and skills from different disciplines to design and create solutions to problems using the design cycle
- Act with integrity and honesty, and take responsibility for their own actions developing effective working practices
- Develop respect for others' viewpoints and appreciate alternative solutions to problems

Keys to Class

- Don't be afraid to "fail" (your ideas- not your grade) Discoveries are partly made from trial and error. Don't be so afraid of failure, that you don't try and push yourself. IB asks us to be risk-takers!
- Good designs are planned. We will keep track of all the work that goes into developing and creating a design. Be organized and responsible!
- Self-reflect. What can you do to be a better student, person, teammate?
- Push yourself to follow your passions and keep improving. You can always do more on your own time, if you want. What are you interested in? Go for it!

I.B. Grading Criteria

<p>A – Inquiring and Analyzing – Students are presented with a design situation from which they identify a problem that needs to be solved. They analyze a need for a solution and conduct an inquiry into the nature of the problem.</p>	<p>Can we break down a problem in simple terms? What parts of the problem can we target in our design? How are we influenced by preexisting products or solutions? What constitutes a design brief from the point of view of the client or target audience?</p>
<p>B – Developing Idea – Students write a detailed specification which drives the development of a solution. They present the solution.</p>	<p>What design criteria must be met for a successful solution? What elements of our proposed solution are feasible? How can we best present the solution?</p>
<p>C – Creating the Solution – Students plan the creation of the chosen solution and follow the plan to create a prototype sufficient for testing and evaluation.</p>	<p>Have we considered the impact of time and resources in our plan? What technical skills do we require? Were any changes made? Why did we make changes?</p>
<p>D – Evaluating – Students design tests to evaluate the solution, carry out those tests and objectively evaluate its success. Students identify areas where the solution could be improved and explain how their solution will impact on the client or target audience.</p>	<p>How can we test the solution? What constitutes a successful or unsuccessful test? What improvement or changes would we make in retrospect? Did we meet the needs of the client or target audience?</p>

Content Brief

Semester 1	Semester 2
<p>Semester 1 – Introduction to Programming Students will be introduced to the Design Thinking process, programming logic and syntax basics by using the Micro:bit in a Fibonacci-themed unit</p> <p style="text-align: center;">Major Project: Original Micro-bit Fibonacci game</p>	<p style="text-align: center;">Semester 2 – Gran Prix</p> <p>Students will practice and apply their knowledge and experience by building a special wood derby car for 6th annual WPS Gran Prix- a 6th grade tradition!</p> <p style="text-align: center;">Major Project: Original Gran Prix derby car</p>