

• **COMMUNITY** of Design

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Master of Education (Transforming Practice)

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Future Design Challenge

Teacher Guide

Teacher Overview

This challenge invites students to identify a real-world problem and design a concept or solution that could improve people's lives. Students select a design focus (such as social impact, sustainability, accessibility or wellbeing, future design or AI design) and develop ideas through sketching, prototyping and presentation.

Students may work **independently or collaboratively in small groups** depending on the structure of the lesson.

This activity can be delivered as a single lesson design challenge or extended across several lessons or as extracurricular depending on the depth of development and prototyping.

Students may also **optionally use AI tools** to support idea generation, research or concept development as part of the design process.

Starter prompts



Discuss how design can improve people's lives



What problems do people face in every day life?

How can design solve them?

Students Choose one Design Focus



Social Impact



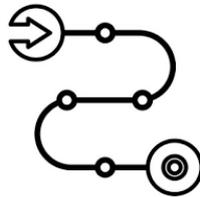
Accessibility



Wellbeing



Sustainability



Future Design



AI Design^o

Students may choose to use the AI Design Challenge as a standalone challenge or combine AI tools with one of the other design focus themes to support their concept development.

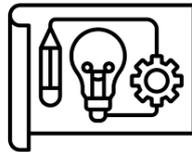
Develop and Present Your Design



Optional Extension



Create a digital prototype



Refine design



Present Idea

Skills Students develop through this challenge



Independent thinking – Students choose a design focus and develop their own ideas



Creative problem solving – Identifying real problems and designing possible solutions



Rapid prototyping – Testing ideas quickly through sketches or simple models



Iteration – Improving designs based on feedback and reflection



Communication – Presenting design ideas clearly to others



Design portfolio development – Students create work that could contribute to a design portfolio

Optional Participation and Sharing

Teachers and students may choose to share examples of design work created through this challenge on a wider online platform designed to connect design learning across schools.

This platform aims to showcase student ideas, prototypes, and creative responses to the design challenge.

Participation is optional.

The platform also forms part of a research project exploring creativity, autonomy and design learning in schools as part of a **Master of Education (Transforming Practice) at the University of Cambridge.**

Teachers may reflect on how this challenge supports creativity, autonomy and iterative design thinking in their classroom practice