

• **COMMUNITY** of Design

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Design Challenge: Improving People's Lives

Student Design Brief

Your Challenge

Design a concept that could improve
people's lives.

- Generate **many different ideas**
- Prototype **several possible solutions**
 - Test and reflect on your designs
- **Refine and improve** your prototype

Step 1 – Choose a focus



Social Impact



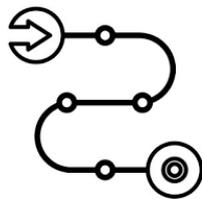
Accessibility



Wellbeing



Sustainability

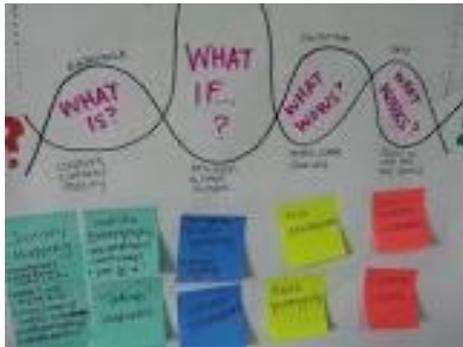


Future Design



AI Design°

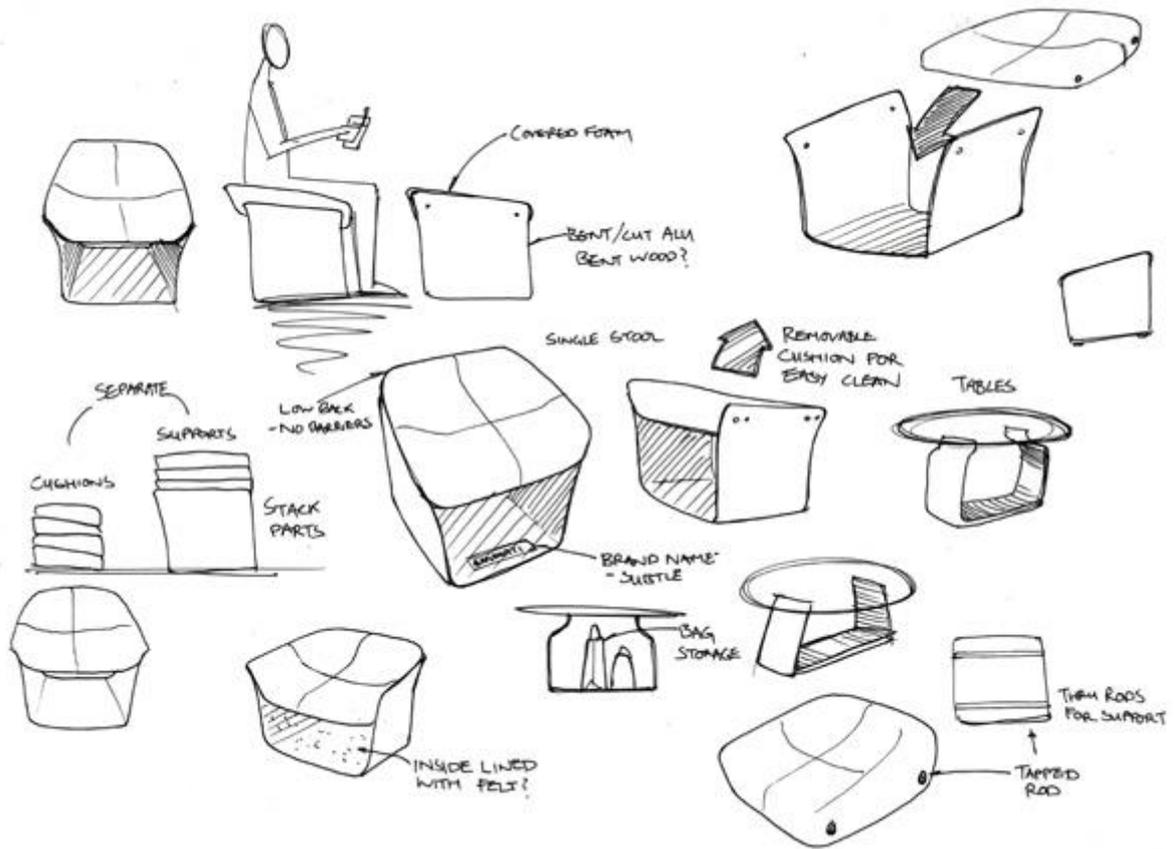
Step 2 – Identify problems



Think about:

- What problems exists?
- Who experiences these problems?
- Why is it important?

Step 3 – Generate Ideas



Sketch at least 3-5 possible ideas

Step 4 – Select and develop ideas



Step 5 – Create Quick Prototypes



Create simple prototypes or models of your ideas (for example: cardboard, paper models, digital sketches)

Step 6 – Reflect and Improve

Evaluate your prototypes and identify
what works well and what could be
improved

Step 7 - Refine your design



Develop an improved version of your
prototype based on your reflections
and feedback

Step 8 – Present your Final Concept

- The problem your design aims to solve
- Your idea development
- How your design could improve people's lives
- What you would change or improve if you had more time

Skills you 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**.

This resource supports pupils in developing creative problem-solving skills through iterative design thinking and prototyping.

Pupils may reflect on their design process, what they learned through prototyping, what worked well, and how their design could be further developed or improved.