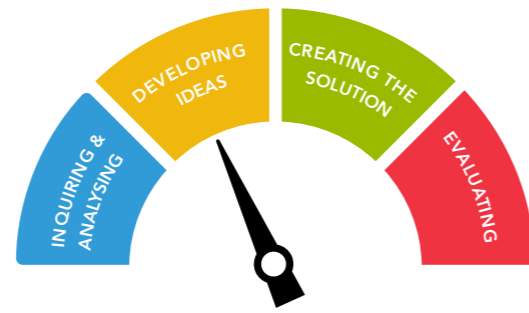


2. DEVELOP



KEY DELIVERABLES

2. Produce a digital model or range of sketches of the proposal that meet the design brief.

KEY LEARNING

Students should be able to:

- 2.1. Generate bubble diagrams to identify and develop spaces.
- 2.2. Describe key spaces, rooms, or zones within the building
- 2.3. Create final drawings or renders of the building.

TEACHER GUIDANCE

The learners could start with a bubble diagram of the key spaces/zones of the building.

Once they have established this, they can start to form initial floor plans with careful consideration of size.

Variations of the building design should be considered and compared to ensure the spaces flow and space is maximised.

LEARNER ACTIVITIES

1. On page 3 of the **Student Report template**, list the possible rooms or spaces needed for the building.
2. Produce a **bubble diagram** to help develop the sizes and positioning of the rooms or spaces and add them to page 3
3. Develop an **initial floor plan** of the building using the bubble diagram to prioritise space and relationships between rooms.
4. Consider what **sustainable and locally sourced materials** will be used for the building and explore **methods for reducing energy** during the buildings use. Add these decisions to page 3 of the report.
5. Create a **mood board** (page 4) that contains images and text that outline the interior design
6. Develop a **digital model or range of sketches** that meet the design brief. Add images and annotations of the design to page 5 of the report.



IB MYP Design Year 3:
Criterion A: Inquiring and Analysing
Criterion B: Developing Ideas.



RESOURCES:
Pens & Pencils
Squared & Plain Paper
IT (optional): Modelling software
e.g. Open Buildings Designer,
SketchUp, Minecraft

INDUSTRY SUPPORT OPPORTUNITIES

Idea 1: Architects' workshop.

An Architect could provide learners with a workshop on how to develop an initial concept. This could include tips on sketching, producing bubble diagrams or using sustainable materials and construction methods.

Idea 2: Software tutorials.

A Project Team member could produce a series of filmed tutorials on how to model a building using a particular software package. These could be shared with learners and left as legacy for future learners to use.

STUDENT REPORT EXAMPLE

