

S3 DESIGN UNIT

The National Museum of Scotland (NMS) are creating a campaign to encourage more young people to visit. They are looking for people to **develop imaginative design ideas** and they want to showcase young peoples' designs inspired by the museums exhibits.

Design Process

Research → Development → Outcome

- 1. Research** - Firstly, you need to decide what you are going to design. You will then have to choose a specific theme to use as inspiration when developing your design ideas. Your photos from the NMS Edinburgh trip/internet searches will be a starting point for research. Below is suggested categories based on the NMS collection.

- **Natural world** – Earth and the animal kingdom.
- **World Cultures** – Remarkable objects revealing how people lived.
- **Art and Design** – Ancient times to present day objects that inspired.
- **Science and Technology** – Communication, transport, industry and engineering.
- **Scotland** – Archaeological finds, geological beginnings to present day.

- 2. Development – Image** - Creating a design motif (image) in a few steps. (See Powerpoint – 'Developing a Design' for guidance with an example of developing an elephant motif.
- 3. Development – Text** - Creating a range of text as potential titles
- 4. Development – Layout** - Making choices about colour scheme and combining the image and text in an eye-catching.
- 5. Outcome – Selecting** which layout design is the most successful and completing a mock-up of the finished design.

Evaluate - Throughout this process you should be able to review and explain your choices