A Home for Life

Abstract
This case study follows the progress of a cohort of Year 10 students as they engage in a collaborative project over five days inspired by the designer Roger Dean. It exemplifies the way in which different faculties – Design and Technology, Mathematics and Science – can work as one on a project where students need to combine skills from all three disciplines to solve real problems.

Background information
The Year 10 cohort took part in this challenge. The cohort was divided into two groups. Each group worked on the challenge for a week. Students were placed in mixed teams of 4-6 with a graphics student in each group. Between three to four groups were placed in a base room with the support of two mentors, so that one mentor could continue teaching his/her normal lessons. Each group had a laptop computer with colour printing facilities in each base room. Each laptop computer had access to the Internet via a wireless network.

The workshop facilities were available through a booking system. Each group had a tray of resources. The trays held equipment and consumable items. Each base room had a central store of coloured paper.

The challenge
What makes a Home for Life?

Brief requirements
Your team has been commissioned by Roger Dean Ltd to present some design ideas for the interior of a room. This must include:
- models of fixtures and fittings
- a display board.

Considerations
You need to consider the following aspects of your designs in some detail
- suitability of your ideas for your family
- colour schemes
- lighting effects
- soft furnishings
- storage
- personal items
- suitability of materials
- costing for a full scale room

Final outcomes
A model of the interior fixtures and fittings which can be placed within a Home for Life room shell.

A display board where you explain in detail how you have met all of the considerations. The display materials will be stored in an A4 presentation portfolio.

Day 1
- Mentors introduced the design brief.
- Students viewed the prototype Home for Life.
- Students experimented with modelling materials – polyboard and styrofoam.
- The base room’s family scenario was explored by all the groups.
- Research about materials started.

Figures 1 and 2: A model of the Home for Life, designed by Roger Dean and sponsored by BT, is delivered to Sawtry Community College for the duration of the project.

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Day 2
- Researched the task, materials style, images, lighting etc.
- Initial ideas recorded.

Days 3 and 4
- Completed the model making.
- Worked on the display board.

Day 5
- Finished the display board.
- Planned and completed the presentations. (Some groups chose to complete their presentations using Power Point.)

Figure 3: Year 10 students work in teams from the outset with a mentor to help them solve the problem of designing fixtures and fittings for the pod.

Figure 4: ICT is integral to the project. Through the use of laptops supplied as part of the CAD/CAM initiative students undertake the project.
Figure 5: Each team is provided with a model of the pod which they must furnish appropriately.

Figure 6: Through digital communications students are able to undertake Internet research anytime, anywhere!
Figure 7: Using modelling materials students develop the fittings and fixtures for their pod.

Figure 8: Mentors are on hand to offer advice and intervene when appropriate.

Figure 9: The interior of a living room in a pod.

Above: Figure 10: Each team's work culminated in a display explaining how they had met all of the considerations of the challenge.

Figure 11: A kitchen for a pod.

Above: Figure 12: A group presentation.

Work from this project will be on display on Day 1, Wednesday 12th April 2000 at the Design and Technology Millennium Conference, at the London Institute of Education.