



Why Design?

Activities and Projects
from the National Building Museum
Currently Out of Print



IN A NUTSHELL

Written by: Anna Slafer &
Kevin Cahill

Independent
Publishers Group
814 N. Franklin Street
Chicago, IL 60610

phone: (800) 888-4741
(312) 337-0747
fax: (312) 331-5985
website: www.ipgbook.com

Cost: \$19.95

SUBJECTS

Economics
Fine Arts
Language Arts
Social Studies

This collection of projects and activities is inspired by the Designwise program of the National Building Museum. Relying heavily on journaling, the text is designed for use by individual learners or by educators. Part One focuses on developing learners' awareness of the role of design in the world around them, their understanding of what design is, and the functions it serves. Part One also educates learners about the language and terms used in design. Part Two explains the steps and processes used in making design decisions. Built into this section are step-by-step instructions on identifying and solving a design problem, using pet waste in a public park as an example. The final chapter addresses some of the technical skills involved in design, such as model making, organizing information, and interviewing. Individual lessons list materials needed and provide worksheets, diagrams, and questions for consideration. The book is illustrated with photographs, cartoons, drawings, and charts.

Grade Level
7 & up

Length
198 pages

Date Published
1995

THE BOTTOM
L I N E

"Covers the basics of how culture represents itself through objects. It is a wonderful general activity book for occasional classroom use."

What the REVIEWERS Said !	Key Characteristics	Strengths Noted	Other Considerations
	Fairness and Accuracy	Very open to inquiry and reflective of cultural diversity. Reviewed by a diverse group of educators and professionals.	Sometimes blurs the line between action and activism. Urban & suburban focus stronger than rural.
	Depth	Links design with environmental, cultural, social, and economic concepts. Addresses local, regional, and global impact of design decisions.	
	Emphasis on Skills Building	Stresses critical and creative thinking skills. Enables students to apply their skills to the design process.	
	Action Orientation	Strong on personal responsibility and self-efficacy.	
	Instructional Soundness	Material is very learner-centered and makes use of a variety of learning styles. Builds upon prior learning.	Provides few notes for educators. Does not specify objectives. May be better suited for grades 9-12.
	Usability	Information is clear, logical, and presented in an engaging manner. Material should be long-lived. Contains a subject and skills index.	Lacks ongoing teacher support.

"Uses normal surroundings, such as the design and layout of one's bedroom, to connect environmental design to everyday life."

"A valuable resource for educators who cover sustainable development."