

A word cloud featuring various terms related to design and innovation. The words are arranged in a roughly circular pattern, with 'DESIGN' and 'CREATIVITY' being the largest and most prominent. Other words include 'LINKS', 'IDEAS DESCRIBED', 'PROPOSITIONS', 'CUSTOMERS BECOME', 'DEPLOYED', 'ATTRACTIVE MAY', 'INNOVATION', 'PRACTICAL', 'USERS', 'SHAPES SPECIFIC', and 'END'. The colors range from dark green to dark red.

What is good design?

Why does it matter?

Does it matter who it is for?

# Lesson Objectives

- Understand what is “good design”
- Understand the key features of the design brief:

“To design a prototype for a portable wind turbine to be used when camping for charging portable devices.”



# Good design



# Key points to consider in the brief!

- **Powered by wind (can change direction)**
- **Portable**
- **Prototype**
- **Assemble and disassemble**
- **Lightweight**
- **Robust**
- **??**



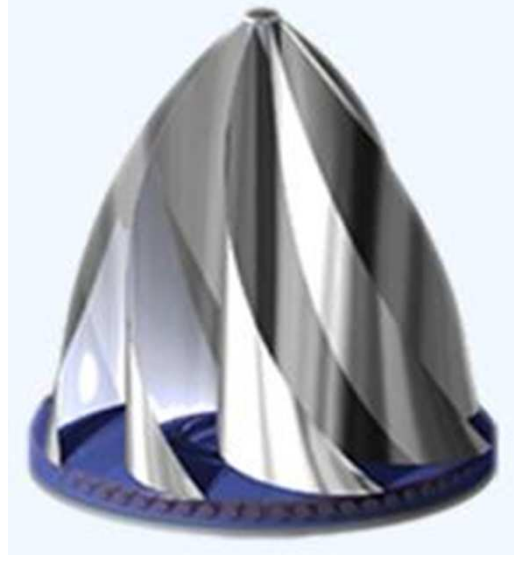
# Existing ideas



# Existing ideas



# Examples of existing turbines



# What went well, even better if?

- What stage have you got to?
- What parts of your design have gone well?
- What do you need to find out/ plan for next time?
  
- Have you started to produce a good design?
- **WHY?**