



A FANTASTIC OPPORTUNITY FOR
PUPIL-LED DESIGN, DISCOVERY AND
MAKING AT THE MUSEUM OF MAKING

WIN MAKING-THEMED PRIZES
FOR YOUR SCHOOL AND
PARTICIPATING TEAMS

CHALLENGES RUN FOR
8 - 12 WEEKS FOR
TEAMS OF THREE

CLIMATE (IN)ACTION CHALLENGE SERIES

SCHOOL INFORMATION PACK

OPEN TO ALL YOUNG PEOPLE AGED 14-21 IN EDUCATION
ACROSS THE MIDLANDS IN THE 2021/22 ACADEMIC YEAR

WHAT IS THE CHALLENGE?

We are looking for teams to imagine, design and create a solution to a challenge that puts people at its core. Key to this is the development of ideas, research, the creation of a prototype and a presentation detailing the journey, the solution and an outline of the people for whom it was designed.

The challenge uses a blended approach with time spent in the inspirational Museum of Making as well as online, using Derby Museums' Learning Management System (LMS).

WHAT'S INVOLVED?

The challenge uses Science, Technology, Engineering, Arts and Maths (STEAM) methodologies and will introduce Human Centred Design principles to ensure that meaningful solutions are created with people at their core.

The challenge journey includes prototyping with a maker kit and learning through experimentation. Prototypes will be judged by a panel of experts from industry, education and heritage, and will provide feedback to the participating teams.



Supported by:
IMI

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ABOUT THE CHALLENGE

The Climate (in)Action theme was chosen because it is a key concern for young people today and is driven by the idea that local action can have global impact.

The theme has been constructed to offer flexibility for young people to consider positive action, but also the impact of inaction when considering issues around climate crisis.

The challenge series has the potential not only to support and empower young people but to create solutions with real life applications.

THREE DESIGN BRIEFS

Each term features a different design brief that offers a different perspective of the subject area and the brief aims to inspire and motivate teams to create a design solution as well as create a prototype of their idea for the future.

TERM 1: WATER USE

Creating ways of preserving water for the future.

TERM 2: BIOMIMICRY

Looking to nature for design inspiration to create a solution.

TERM 3: To be confirmed

A GREAT OPPORTUNITY FOR YOUR PUPILS

Each team will receive **FOCUSSED SUPPORT** including digital resources, skills coaching and mentoring sessions, and a physical making kit with materials to help prototype ideas.

The challenge will support pupils in the creation of a **PORTFOLIO** using their activity alongside Open Badges earned by demonstrating skills.

WINNING TEAMS will receive exciting, making-themed prizes, recognition from industry experts and an invitation to a Maker Celebration event in 2022 at the Museum of Making

WINNING SCHOOLS will receive exclusive 'Meet the Experts' access to the Museum of Making for a group of 30 young people as well as a special maker kit.

THE CHALLENGE INCLUDES...

Delivery includes a context day at the Museum of Making, content delivered through our online learning platform, a maker kit to support the development and prototyping of ideas and a celebration day at the end of the programme.

WHAT WILL PARTICIPANTS LEARN?

The content includes: a challenge briefing, developing understanding, introduction to making, how might we design for people, generating and selecting ideas, modelling and prototyping and telling your story.

TIME REQUIREMENT

Teams will be expected to access five hours of content and take approximately seven hours to complete the challenge including a prototype and presentation. The content is designed to be accessed at a time convenient to the team, for example in the timetable or extra-curricular sessions/clubs.

SUPPORTING THE TEAM

The challenge is pupil-led, so we suggest that a time and space is made available for them to complete the team elements in school.

FIND OUT MORE

E: info@midlandsmakerchallenge.co.uk

W: midlandsmakerchallenge.co.uk