

Jamble50

50 design task ideas -

- Assist in analysing.
- Blank canvas to initial sketches.
- Model your thoughts
- Develop your ideas.
- Easy to use.
- Encourage design conversation.
- Avoid fixation.
- Discover form & function.

 Jamble50



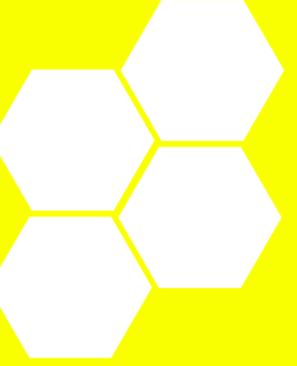
1 Jamble

Apply JAMBLE to your design

J: Justify - 2 changes that could be made.
 A: Annotate - Joints and materials.
 M: Map - Stages of manufacture.
 B: Build - 1 part out of a modelling material.
 L: List - Ways this will appeal to user/client.
 E: Estimate - 2 key sizes.

 Apply the rules above to some iconic designs.

Jamble 



2 Jamble+

Apply JAMBLE+ to your design or an existing product.

J: Join - 2 parts of the product differently.
 A: Alternative - Use product for another purpose.
 M: Move - Explode layout & fix differently.
 B: Biomimicry - Use nature to inspire a solution.
 L: Locate - Zoom in on 1 area and develop.
 E: Evolve - Redesign 10 years from now.

 Apply the rules above to some iconic designs.

Jamble+ 



3 SCARED

Roll the dice, apply 'SCARED' to a design or an existing product.

S: Scale - Reduce or increase size by number.
 C: Combine - Join 2 parts or product together in a different way.
 A: Add - Put something new on design.
 R: Replace - Swap something on design.
 E: Erase - Take something away from design.
 D: Design - For a specific user.

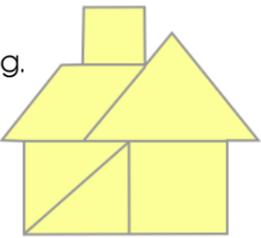
 Apply the rules above to some iconic designs.

SCARED 



4 Tangram Architecture

1. Take the shapes from the Tangram.
2. Rearrange pieces to form a new shape.
3. Draw around the shape.
4. Turn design into a building.

 Turn your tangram design into a range of products.

Tangram Architecture 



5 3D Tangram

1. Take the shapes from the Tangram.
2. Connect together.
3. Sketch 3D model.
4. Turn into a product.



 Turn your structure to see which way around is the most stable.

3D Tangram 

ABC

6

Alphalock

1. Take the letters and connect to form a range of 3D models.
2. Sketch your models around your page.
3. Add and take away parts from your sketch to complete them as a product design.

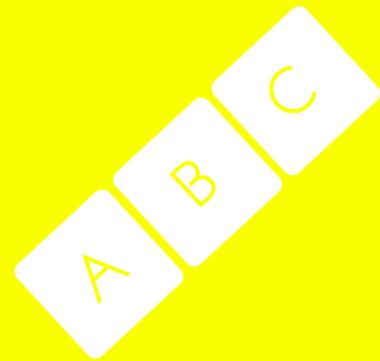


ABC

+ Make a 3D model out of letters that form a word.



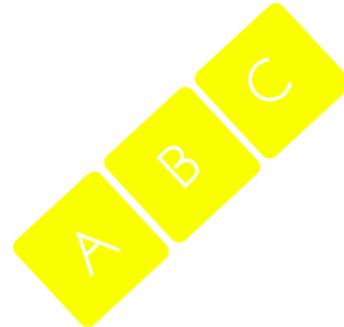
Alphalock



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Tiles+

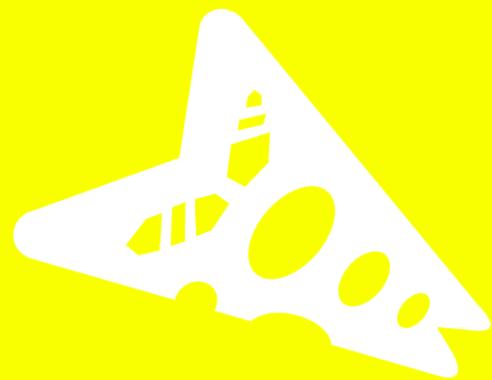
1. Pick a tile.
2. Make a change to your design by using a word beginning with the chosen letter.



+ Divide all tiles up between your table. Race to spell words. Apply to design.



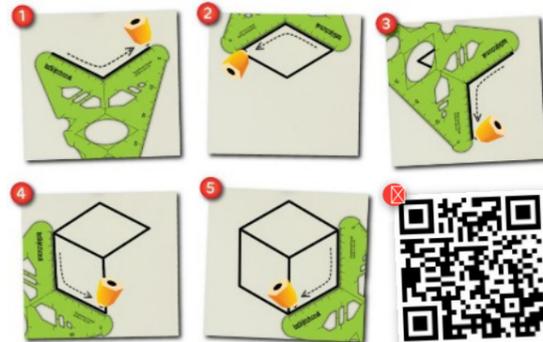
Tiles+



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IsoSketch®

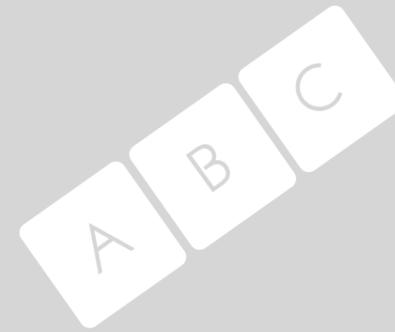
Follow the images or scan the QR code:



+ Get your class set from www.thedrawingtoolcompany.com



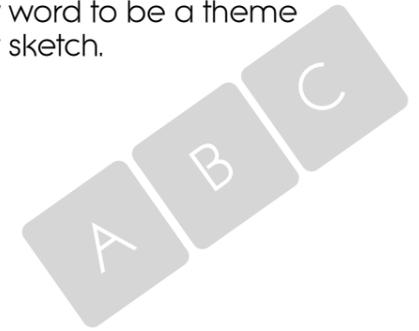
IsoSketch®



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Tiles

1. Select a tile.
2. Decide on a word that starts with your letter.
3. Allow word to be a theme for your sketch.



+ Assign points to letters & see how many you can justify within your design.



Tiles



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Hectasketch

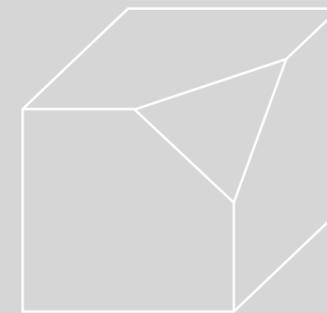
1. Add two pencils to the Hectasketch.
2. Keep one pencil still and turn the Hectasketch to create a circle.
3. Open Hectasketch and repeat for larger circles.
4. Draw a square & you will now see two.
5. Link the corners with parallel lines for a cube.



+ Try 3D printing one with 4 hexagons.



Hectasketch



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OrthoSketch

1. Place the box over a product.
2. Draw a view through the top window.
3. Draw a view through the front window.
4. Draw a view from one of the side windows.



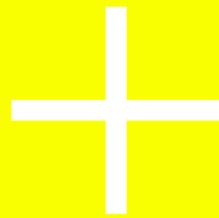
+ Try drawing the product from the angled window.



OrthoSketch

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Maths Behind The Design



1. Choose two individual images.
2. Add the two together to form a style or a design for your product.



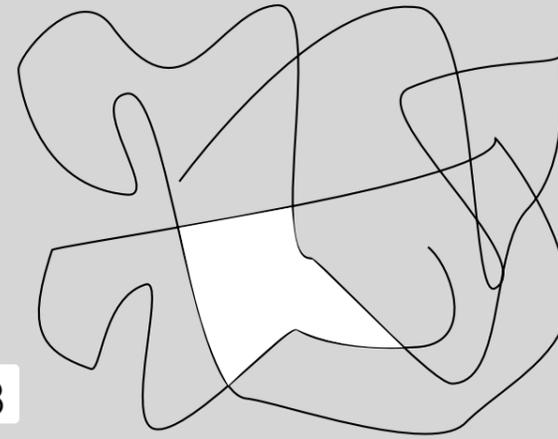
+ Check out fashion websites, this idea was inspired by ASOS.

Maths Behind The Design



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Scrufitti



1. Close your eyes.
2. Lightly scribble around your sheet.
3. Look for interesting shapes within your page and highlight.
4. Develop shapes into product ideas.
5. Enhance shapes with colour.
6. Annotate ideas.



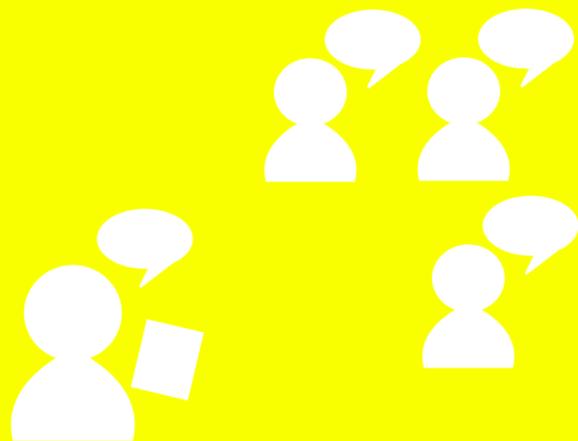
+ Try combining 2 of your shapes.

Scrufitti



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Sketchworking



1. Sketch an idea.
2. Explain your idea to peers.
3. Take a note of their comments.
4. Adapt and develop sketch from their comments.



+ Allow somebody else to adapt your Sketch.

Sketchworking



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Through The Keyhole



1. Design the outline of a product.
2. Cut the design out of card.
3. Hold background above a scene or landscape.
4. Use image to inspire your style.



+ Take a photo of the same product with different backgrounds.

Through The Keyhole



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Scroll



1. Sketch an idea for a product & pass on to pupil 2.
2. Pupil 2 unrolls sheet and makes a development.
3. Pupil 3 repeats.



+ Cover the start of your design, only revealing a small part to be added to.

Scroll



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Squash It



1. Take a piece of modelling clay or Plasticine.
2. Squash in hand.
3. Sketch the outcome.
4. Turn into a product and annotate.

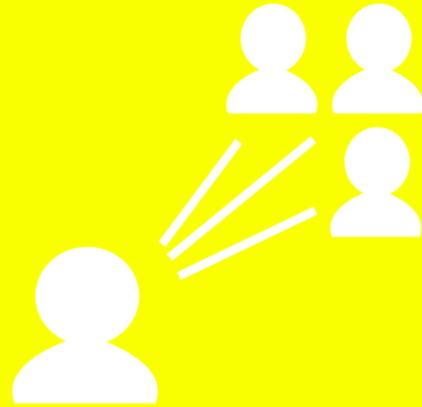


+ Build a component of your product.

Squash It



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Inclusive Design

1. Select a product from list one.
2. Select a person or group of people from list two.
3. Discuss needs of particular person or group or design activity to get into that mindset.
4. Design product to suit users needs.



+ Check out www.inclusivedesigntoolkit.com

Inclusive Design



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Media

1. Gather a range of paper & card of different colours and thickness
2. Sketch designs on each with pencil, crayon, chalk & pen.
3. Use markers to enhance designs.

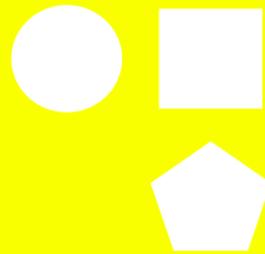


+ Use tracing paper and sketch changes on multiple layers over your design.

Media



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Scatter Shapes

1. Scatter shapes around page.
2. Apply some repeated shapes & some combinations of different shapes.
3. Link with single lines in pencil.
4. Develop into a product.



+ Define lines & add colour rendering.

Scatter Shapes

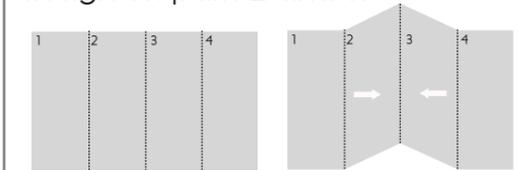


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Inside Out

1. Fold your A4 sheet into quarters.
2. Fold so that sheets 1 and 4 are together.
3. Draw your design across parts 1 and 4.
4. Open out & draw the inside of your design on parts 2 and 3.

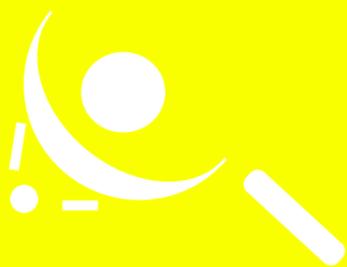


+ Label how mechanisms work inside the product.

Inside Out



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Close up

1. Place object under magnifying glass.
2. Investigate object from all angles.
3. Use shapes, patterns & colour combinations found to inspire design work.
4. Produce design of product.



+ Try making a smartphone microscope & go on a nature scavenger hunt!

Close up



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Pick 'em up

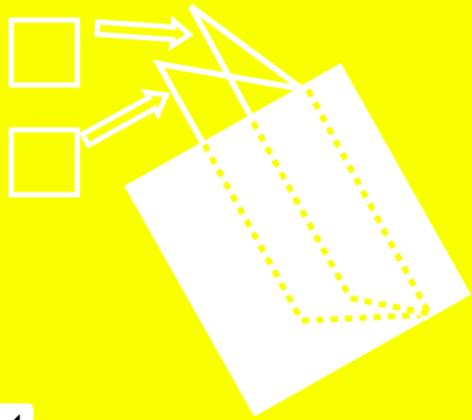
1. 3 lines of cards face down. 'Concepts', 'Materials' and 'User'.
2. Choose one from each card set.
3. Design ideas around your cards.



+ Swap one card with a peer & redesign your product.

Pick 'em up





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Layer Up

1. Sketch outline of design in pencil.
2. Add square of tracing paper above & glue down one side.
3. Add a second layer of tracing paper & glue down one side.
4. Use an image to inspire development of design on tracing paper layer 1.
5. Use a second image to combine & inspire development of design on tracing paper layer 2.

 Add additional layers to your work.

Layer Up



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Trace



1. Produce an inspiration board of images, patterns, shapes & font.
2. Place tracing paper over inspiration board.
3. Trace interesting parts of images, patterns, shapes & fonts.
4. Turn into products.

 Try connecting parts, patterns, shapes & fonts to form ideas.

Trace



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You've Got Mail



1. Set a design task
2. Allow pupils time to discuss & sketch their ideas.
3. Have sets of design constraints, materials, users etc in envelopes.
4. Deliver envelopes to the pupils at varying points in the lesson.
5. Pupils modify responses to suit constraints.

 Present work back to the group & take note of feedback.

You've Got Mail



27

Re sell



1. Take a product from the selection on the table.
2. Apply rule: Product cannot be used for original purpose.
3. Discuss & plan a pitch with your group.
4. Re sell product via a pitch to the rest of the class.

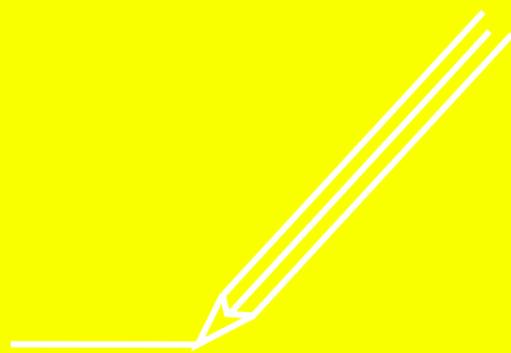
 Add categories & votes on how much you'd invest.

Re sell



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Where it all begins



1. Set out a range of products on the table.
2. Pupils select an object or objects and stack on table.
3. Take a photo of objects.
4. Trace parts of design.
5. Turn sketch into a new product.

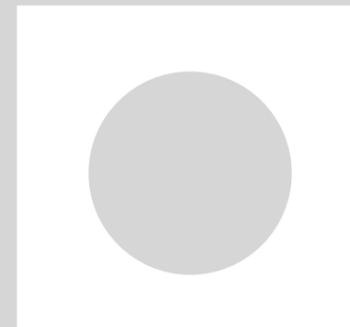
 Check out architect Emad Zand on Youtube!

Where it all begins



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Sketch Box

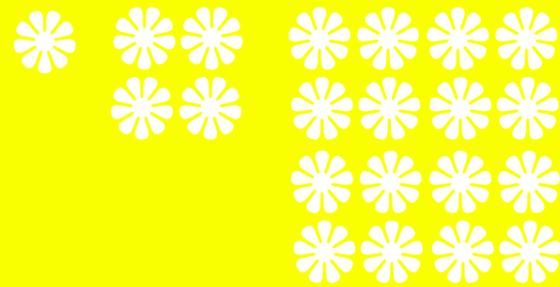


1. Place product in a box.
2. Pupil places hand in the box & describes the product to the group or a partner.
3. Pupil is not allowed to state what they think the product is.
4. The group or a partner sketches product from description.

 Score points on how close sketch is to original product.

Sketch Box





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Forms of Production

1. Split the group up into 3.
2. Group one will be linked to 'one-off production' & will individually make one intricate design.
3. Group two will be linked to 'batch production' and will make a set of 10 of the same products.
4. Group 3 will be linked to 'continuous production' & will make as many of the same product in a given time.



+ Compare the quality of the outcomes.

Forms of Production



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Free form

1. Take an A4 piece of paper.
2. Squash it in your hands but not into a ball.
3. Place on table and allow it to spring back to take a new form.
4. Sketch your shape.
5. Add vertical and horizontal lines to form idea.
6. Repeat the process with a carrier bag or other materials.



+ Check out Santa Barbara Architect, Barry Berkus.

Free form



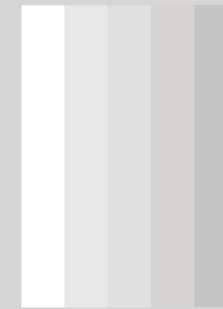
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Bird, Flower, Fruit

1. Write name of product in square 1.
2. Fill the rest of the squares in column 1 & row 1 with images.
3. Create designs using combinations of the image from row 1 and column 1 as inspiration.



+ Bird, Flower, Fruit



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Colour Coding

1. Sketch some initial ideas for products.
2. Choose a colour for your product.
3. Analyse the colour for words that you would usually associate with it.
4. Apply those words & colours to modify your design.



Grey
Modern
Gloomy
Authority
Security

White
Hope
Simplicity
Cleanliness
Purity

Yellow
Intellect
Warmth
Caution
Summer

+ Check out a colour wheel for further combinations.

Colour Coding

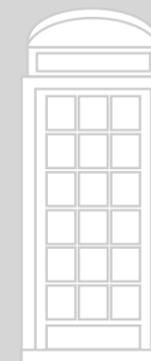


1. Take a photo of your design or model.
2. Fade the image down.
3. Print the image from different view points.
4. Sketch modifications above your photos.



+ Try a series of photo editing functions or Apps & see how design turns out.

Snapshot



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Shape spot

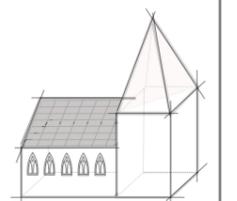
1. Find an image of a product.
2. Break it down into a series of shapes.
3. Lightly sketch the shapes.
4. Enhance the correct lines.



Regular prisms



Regular pyramids



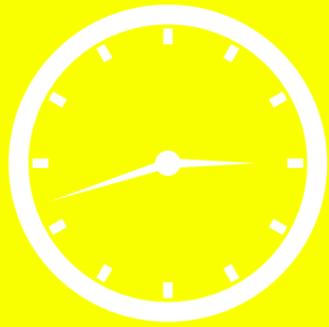
+ Try pyramids & prisms.

Shape spot



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Time Trial



1. Spend 20 seconds on an outcome to meet a given brief.
2. Spend 40 seconds on an outcome to meet a given brief.
3. Spend 60 seconds on an outcome to meet a given brief.



+ Increase the times when you get to the development stage.

Time Trial



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Design Final



1. Fill round 1 with images that you like.
2. Draw an outcome for the combinations in round 2.
3. Draw an outcome for the combinations in round 3.
4. Continue to the final!



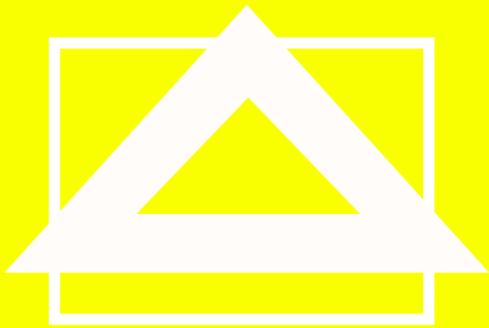
+ Complete the task with other pupils and combine on the final design.

Design Final



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View Finder



1. Produce an inspiration board of images, patterns, shapes & font.
2. Cut a shape from a piece of paper to create a view finder.
3. Scan over your board to find a part that you like.
4. Use imagery to inspire your design or to add a style to it.



+ Mess with the shape of your view finder.

View Finder



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Corrugate



1. Sketch design in box 1.
2. Add the terms from 'SCARED' or 'Jumble' to the top of the additional boxes.
3. Develop sketch from box 1 in each of the remaining boxes.



Initial sketch	Justify	Annotate	Map	Build	List	Estimate	Final sketch
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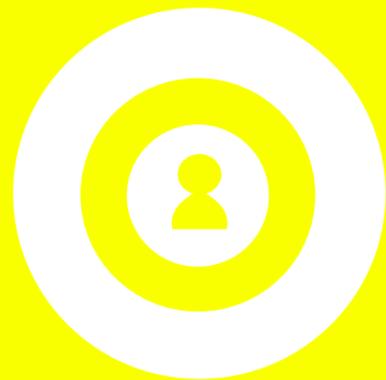
+ Choose your own 6 development words.

Corrugate



40

User target



1. Choose age/ability.
2. Discuss what is most important out of a product to that user and write into inner circle.
- 3: Repeat for least important & write in the outer circle.
- 4: Sketch ideas linked to inner circle.



+ Modify an existing product to suit your findings.

User target



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Shapes The limit



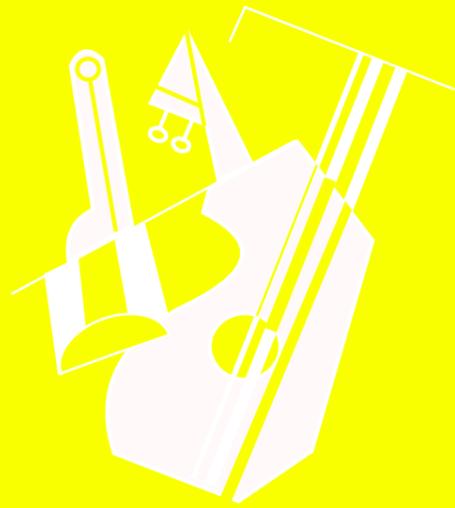
1. Restrict your designs to individual shapes.
2. Only use circles for idea 1.
3. Only use squares for idea 2.
4. Only use triangles for idea 3.
5. Add & subtract from your design with additional pencil work.



+ Define lines & add colour rendering.

Shapes The limit

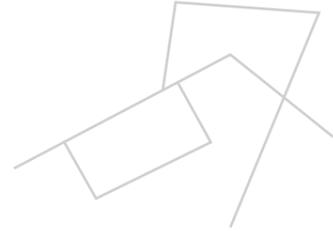




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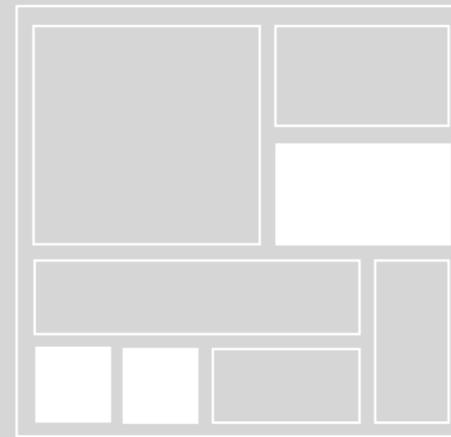
Cubism

1. Draw a product from multiple 2D views.
2. Connect these views together like a jigsaw.
3. It may help to section your space up first with straight lines & then draw 2D views of parts of the product in each section.



+ Take photos of a product from multiple 2D views. Connect these views together.

Cubism



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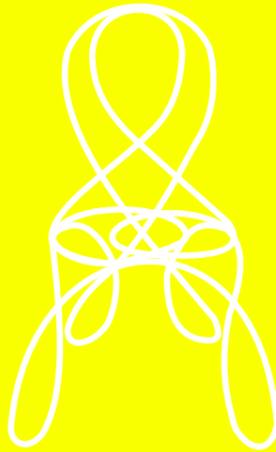
De Stijl

1. Use a ruler to create the outside shape of your product using only horizontal & vertical lines.
2. Now do the same for creating dividing lines inside your product.
3. Add primary colours along with black & white.



+ Try using the key features to inspire a redesign of an existing product.

De Stijl



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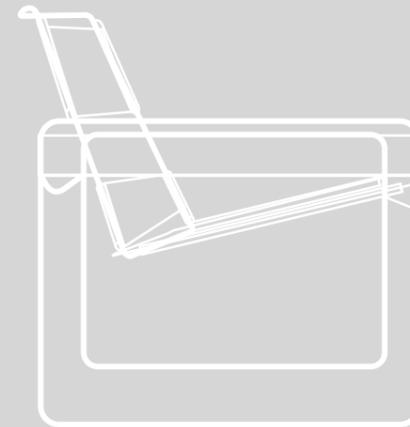
Nouveau

1. Keep your pencil on the paper until the idea is complete.
2. Draw an idea as a wire frame model.
3. Enhance idea with a more structured frame.
4. Design a product first, then use the method above to design some pattern work in a panel or section.



+ Use elastic bands or string to model an idea.

Nouveau



45

Bauhaus

1. Form should follow function
2. Make a list of what your product needs to do.
3. Produce a design that is focused on meeting the requirements from your list
4. Now work on a simplified form.



+ Search for a range of Bauhaus inspired furniture, art & architecture.

Bauhaus



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Surrealism

1. Mix conditions of dream & reality to create illogical products.
2. Sketch products inspired by dreams and creatures.
3. Imagine being able to stretch, warp or twist your design.



+ Model an idea from Plasticine and twist or stretch.

Surrealism



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Memphis

1. Use a geometric stencil & sharp pencil.
2. Draw shapes that connect.
3. Turn design into furniture.
4. Add bold colours.



+ Design your own stencil.

Memphis



48



Deco

1. Smooth lines, geometric shapes, streamlined forms & bright colour.
2. Cut shapes out of different coloured pieces of paper.
3. Interlock & lay shapes to form a design.
4. Use Ice Lolly sticks to form a frame.
5. Use a black marker for the internal lines.



+ Try cutting shapes out of sweet wrappers to form translucent shapes.

Deco



49

Pop Art

1. Choose a design.
2. Use the Pop Art stencil to add your own theme.
3. Add bright, bold and vibrant colours.
4. Use a fine liner to enhance outline.



+ Make a block print of an image, produce a tiled design in different colours

Pop Art



Reduce
Rethink
Refuse
Recycle
Reuse
Repair

50

6R's

1. Choose one of your designs.
2. Consider the 6R's below.
Reduce the amount of materials in your design.
Rethink - Is there a better way to solve the problem?
Refuse - Which parts are unnecessary?
Recycle - Can this be recycled or can recycled materials be used?
Reuse - Can we extend the products life or use parts for another purpose?
Repair - Is it easy to repair?



+ Apply the 6R's to an every day product & sketch a solution.

6R's

