**Unit 1**

**The Design Process**

Questions to explore:

* How does an artist or designer begin a design?
* What goes into quality work?
* How can a designer work through design challenges?

Objectives:

* Understand and apply criteria for quality work
* Apply critical observation and prototyping to refine a design

FORMATIVE ASSIGNMENTS:

* Paper Box Challenge - with one single piece of paper and bottled glue, create a box with a removable lid. Second round: identify three things you want to improve with craftsmanship and try again.
* Foam Core Box Challenge - using 150in^2 or less, craft a box with a secure lid (foam core and hot glue ONLY). Your foam core box will be the prototype for your final wood box, so we will make several prototypes until your model satisfies the craftsmanship checklist.

Summative Assignment:

* For our summative grade, each student will create a version of the foam core box design in wood, fulfilling each of the craftsmanship points listed below. Each item will be worth five points of the total score.

Box Craftsmanship

Checklist (5 pts. Each, 50 points total)

* Sturdy - it doesn’t break when you throw it/drop it/put stuff in it. No wobbles!
* Lid stays closed - stay secured, even if we roll the box.
* Creativity in how you put the box together.
* Problem-solving demonstrate.
* No gaps!
* Sides are even and exact (90 degree angles)
* No glue on outside of box.
* Sides are flush.
* Total surface area: 150in^2
* Sanded or painted, finish surface and interior.