

Home Makes: Speculative Design

This activity is perfect for Design Technology students in Key Stage 5 (aged 16-18).

Speculative design is a type of design that asks designers to consider possible futures and solve problems that have not happened yet. Speculative designers are encouraged to be incredibly imaginative and work outside of what is currently possible. Take inspiration from designers [Dunne and Raby](#), [James Auger](#), [Elio Caccavale](#), [Marije Vogelzang](#) and [Noam Toran](#).

Challenge yourself to consider how design can be used to shape the future. Your response could include graphic design, textiles design and / or product design.



Materials: This activity uses recycled materials from your house. See what you can find—you could try:

- Corrugated cardboard
- Scrap paper or card
- Tissue paper, newspaper or kitchen roll
- Toilet roll tubes
- Threads, yarns or wools
- Bubble wrap
- Clay, dough or plasticine
- Tin foil
- Cotton wool
- Scrap fabrics

Equipment:

- Pencil and paper for drawing
- Scissors (optional)
- Glue or sticky tape
- Coloured pens, pencils, crayons or paints (optional)
- Camera / smart phone

You will:

Sketch and model ideas for solving your chosen problem, refine and develop your idea.

Time: 2 - 7 hours

This activity is broken down into three sections—feel free to work on it over a few days.

We are asking you to imaginatively design one of the following;

- No-touch mobile communication devices
- Wearable gardens
- External second stomach
- Socially distanced travel

Part One: exploring the problem

Using mindmaps, sketches and models explore the problem and possible solutions. You should produce **at least** ten initial solutions to the problem. Try to spend a maximum of ten minutes on each solution. These ideas can include digital and physical solutions; try to consider ergonomics in your thinking.

Top Tips:

- Use your imagination as freely as possible. Try not to worry about what is currently possible
- You may want to explore: existing systems / spaces / products; alternative materials; the concept of critical design
- You can present your ideas however you would like, don't spend too much time on sketching or annotation, this will come later.

Part Two: redesign considering possible futures

Redesign three of your initial ideas considering one of the following future problems;

- No fertile soil
- Limited breathable air due to high level of pollution
- Cities permanently flooded
- Animal protein no longer available.

Your ideas should be developed with detailed sketching and annotation to explain how your products solve the problems. You can model and digital draw your ideas at this stage.

Top Tips:

- There is no right or wrong way to present your ideas and there is no such thing as a wrong idea at this stage.
- You can redesign your ideas using one or more of the possible future problems. Don't limit yourself if you want to explore.
- You can sketch and model as many solutions as you want to--don't forget to take photographs!

Part Three: model your final product

Pick one of the three ideas that you have designed and develop a model of it using any materials and equipment that you currently have available. You can also combine, develop or moderate your work as you go along.

Top Tips:

- You can make as many models as you want.
- You can explore textiles, product design and graphic design in your responses.
- Remember to take photographs and enjoy!



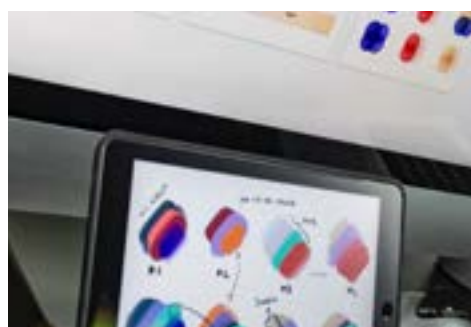
Sketching and mind mapping your ideas is a good place to start.



Can you collaborate with others on your ideas?



Don't forget to photograph your ideas and developments.



How can you present your ideas?

Be sure to share photos of your work with us using the hashtags; #EverydayMaking and #GetCreativeAtHome

 [@CraftsCouncilUK](https://www.facebook.com/CraftsCouncilUK)  [@CraftsCouncilUK](https://twitter.com/CraftsCouncilUK)  [@CraftsCouncil](https://www.instagram.com/CraftsCouncil)

Or send to us directly at participation@craftscouncil.org.uk for us to share!