

Creativity

Bizarre Bazaar



Levels 5 & 6

Students gain a real life understanding of the design and production process when creating a brand new product. Each student produces an item that is marketed and then sold at a market called 'Bizarre Bazaar'. The item that is produced must be original. Proceeds of the market are then directed to the students' charity of choice.

Rationale

The use of creative thinking during the design process will assist in enhancing the end result.

Essential questions

Why is market research important?

What makes a good advertisement and why?

How do I face the challenges of producing more than one of the same item?

Glossary

practical, creative, structure, production, design, process, briefs, plan, labelled, models, market research, constraints, mechanical, electrical, systems, function, materials, ingredients, users, consumers, modify, evaluation, justify, choices, safety, components, criteria, lateral, vertical, divergent, convergent, measuring, marking, joining, combining, techniques, finishing, presentation, methods, operate, equipment, hygiene, progress, advertising, feedback, impact, strategies, imaginative, innovation, risk, play, options, uncharted, intrinsic, extrinsic, motivation, ingenious, inventive, outside the box, accuracy, precision, craftsmanship, patience, perseverance, refine, elegant, surety, mastery, striving, analytic, diffuse, probability, associative, visual, left brain, subjective, focused, possibility, generative, objective, novelty, linear, reasoning

Rich assessment task

Students will sell products they have designed and produced to other students and teacher at the end of term Bizarre Bazaar. They will donate the profits of their sales to a charity of their choice.

Future action

Students will be able to analyse the ways that things they consume and use have been mass produced. They will be more discerning about ways in which products are marketed. They will apply creative thinking to anything they design and/or produce.