

Teacher's Notes

The Design & Technology Association has teamed up with leading UK designers to get Key Stage 3 children excited about design & technology through a compelling design challenge.

Timescale 2014

11th July	Website launched allowing registration of interest
8th September	Challenge brief, video and resources go live on the website.
24th October	Deadline for entries uploaded to website.
Early November	Winners announced
November	Winners work with professionals
December	Winning designs presented at a major London venue

Categories

Awards will be made in four categories

- Food
 - Textiles
 - Product design
 - Systems and control
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Posters and sheet for parents

We have provided five posters, one for each of the D&T specialist areas, and one to send home to parents, to help you promote the challenge in your school and the local community. The posters are also designed to act as an initial stimulus and reference for individuals and / or teams taking part. There is also an information sheet/ poster which can be sent home to parents to briefly explain the challenge.

How can the GBMO be delivered?

The challenge has been deliberately designed to be short and flexible and target Key Stage 3 students. These are just some of the many ways you could run the GBMO in your school:

After School

In an existing after school club or one set up specifically for GBMO, your pupils will benefit greatly from the opportunity to let their imagination and creativity loose.

In Lessons

Look no further, the GBMO is a short, modern, relevant challenge, ideal for stimulating pupils' creativity.

The GBMO has materials for Food, Product Design, Textiles and Systems & Control.

STEM Club

GBMO is an ideal project for making links between the STEM subjects with loads of opportunities for reinforcing and applying the work pupils learn in science and maths.

Why not use Great British Make Off to start a dialogue?

Send Home Challenge

With no requirement to make their designs at this stage, the Great British Make Off is perfect as a 'send home' challenge.

Some pupils like to work on their own while others may already meet out of school. Set them the challenge and see what happens...

We estimate that pupils can produce a valid entry for the challenge in as little as five hours working independently or with support from teachers.

*Keep in mind that winners will work with professional designers to develop their idea so concentrate on helping pupils come up with **creative and innovative ideas and communicating them clearly in their video entry.***

Going beyond the GBMO

Encouraging **creativity** and **communicating** is the aim of the GBMO challenge but, you may want to use these resources to develop the cycling theme beyond the scope and timescale of GBMO challenge. For these schools, we have provided an annotated version of the new **Programmes of Study (PoS)** as an appendix and you will see there are a great many opportunities within KS3 and for older students studying for formal qualifications.

