



Introduction to Design



SESSION 1

The Ice-breaker session

Walk through the wonderful world of Design Thinking - the most fun and inclusive way to make things that people love



SESSION 2-3

Designing and shaping your ideas

Introduction to 3D shapes using CAD .Applied mathematics and Arts through computer software.



SESSION 4-6

Build some bridges

It's time to take things Civil. We guide you to design and build a bridge to give you a taste of civil infrastructure.

After all, bridges connect us all!

Kit included - Raw soft wood and foam sheets



SESSION 7-9

Home Is Where The Art Is

So often we draw and colour our dream homes on paper. Now's the time to design a home using the software! Build the complete structure of the house and make your home come alive.

Kit included - Raw soft wood and foam sheets



SESSION 10 -12

Make Your Home Come Alive

Beauty is always in the details. Continue from the previous session - learn how to place things, space them out and colour your furniture. It's time for the interior designer within you to shine.

Kit included - Raw wooden cutted parts to make Hanging light





SESSION 13 –15

Design A Goggle

Explore the handheld world of product design by sketching and designing a goggle on the software.



SESSION 16 –18

It's A Clean Machine!

Make your move by understanding how various parts come together to make a machine. Then use your learnings to design and build your first machine. Let's get moving!

Kit included - Wooden Crane Kit



SESSION 19

Continuation from previous session...

Calculations with Crane (Weight, Rotation)



SESSION 20 –23

It's Time To Go (Auto)mobile!

We help you discover the primary parts of a moving vehicle, design it on the software and finally assemble your own car with the DIY kit. Let it revv!

Kit included - Vehicle Kit with Electronics



SESSION 24 -26

Into the world of Windtunnel

Now we have learnt all about design concepts, we will be entering at the stage between prototype and making first real life model of any shape, structure and size, to check its sustainability. Windtunnel is the tool which will help student to understand the importance and effect of air on different objects.



SESSION 27 -28

Let's Learn about airfoils

Students will know about pressure and airflow using Bernoulli's Theorem, Continuity equation. Students to examine and design the shape of one of the wing's airfoils, which you will define as the cross-section of the wing. Ask participants to describe the shape of the airfoil. They will probably recognize that the upper surface of the airfoil is curved while the underside is relatively flat.





SESSION 29 - 30

Do it yourself Final assignment

