



Introduction to Design

FOR GRADES 6



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

Sketchy Affairs

Explore the basics of sketching. You don't even need to know how to sketch, we'll make it that easy. We teach you a really easy-to-use and really cool 2D sketching software so your ideas can take shape.



SESSION 3-4

Explore The 3rd Dimension

Take your idea from 2D to 3D and explore how it looks from every angle.



SESSION 5-7

Get Airborne With The Catapult Glider

Using your skills on the software, you can now design your very own catapult glider in 3D! Once done, use your design and our DIY kit to assemble and fly your own glider.

Kit included - Catapult Glider



SESSION 8-10

Design A Goggle

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

Kit included - Wooden Goggle





SESSION 11 –13

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 14 –17

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 18-20

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 - Wooden cutted parts to make Hanging light and some furniture



SESSION 21-24

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 - Hydraulic Excavator



SESSION 25-28

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 29-30

It's Time To Go Solo

So, you've covered all the basics, now it's time to choose any object of your choice, design it on the software and try and build using readily available raw material.

