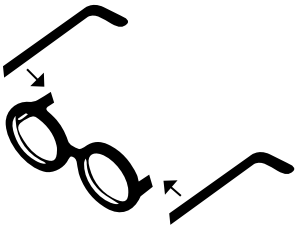
COOPER HEWITT

Smithsonian Design Museum

DESIGN AT HOME

ACTIVITY BOOK

Prototype your glasses



Cut Line

Fold Line

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Welcome

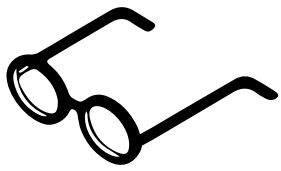
Design is all around us—from the clothing we wear to the chair we sit in to the tools we use. In this book, you'll get hands-on experience in thinking like a designer. Explore design solutions, relax with a coloring page, and dream up your next big idea. Design on your own or with friends and family—all are welcome!

Share your designs with us on social media! Tag **@cooperhewitt** and **#SmithsonianEdu**. Ask a parent or guardian before posting.

DESIGN THINKING

DEFINE > EMPATHIZE > BRAINSTORM > PROTOTYPE > TEST > LAUNCH!

Design thinking is a method used to solve problems. It allows the problem-solver to explore many ideas, research solutions, make connections, empathize with and relate to the end user, test ideas, and improve concepts. Let's try it . . .



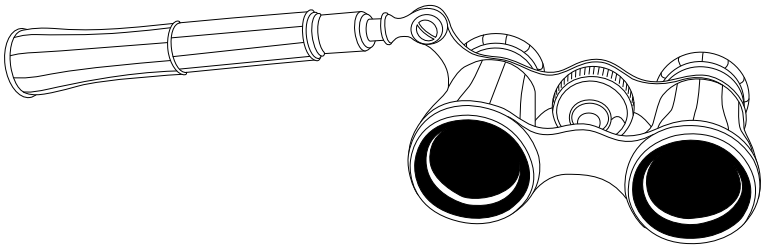
PROTOTYPE YOUR GLASSES

A **prototype** can be a quick model, a blueprint, or a diagram made by a designer. A prototype doesn't need to be perfect, but developed enough to **test** your ideas with others. Designers often test hundreds of prototypes before **launching** a design!

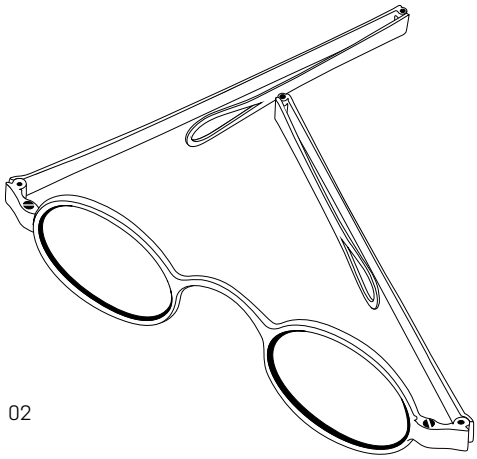
Prototype your glasses by cutting out the template on the cover. Enjoy trying them on and testing them out!

Eye-Catching Designs

Design a new way to see the world. First, sketch out some eyeglasses below, drawing as many as you like. When designing, think about who might wear your glasses, what they are used for, and where you might see them. Use the below examples of eyewear as inspiration for what your eyeglasses might be.



01



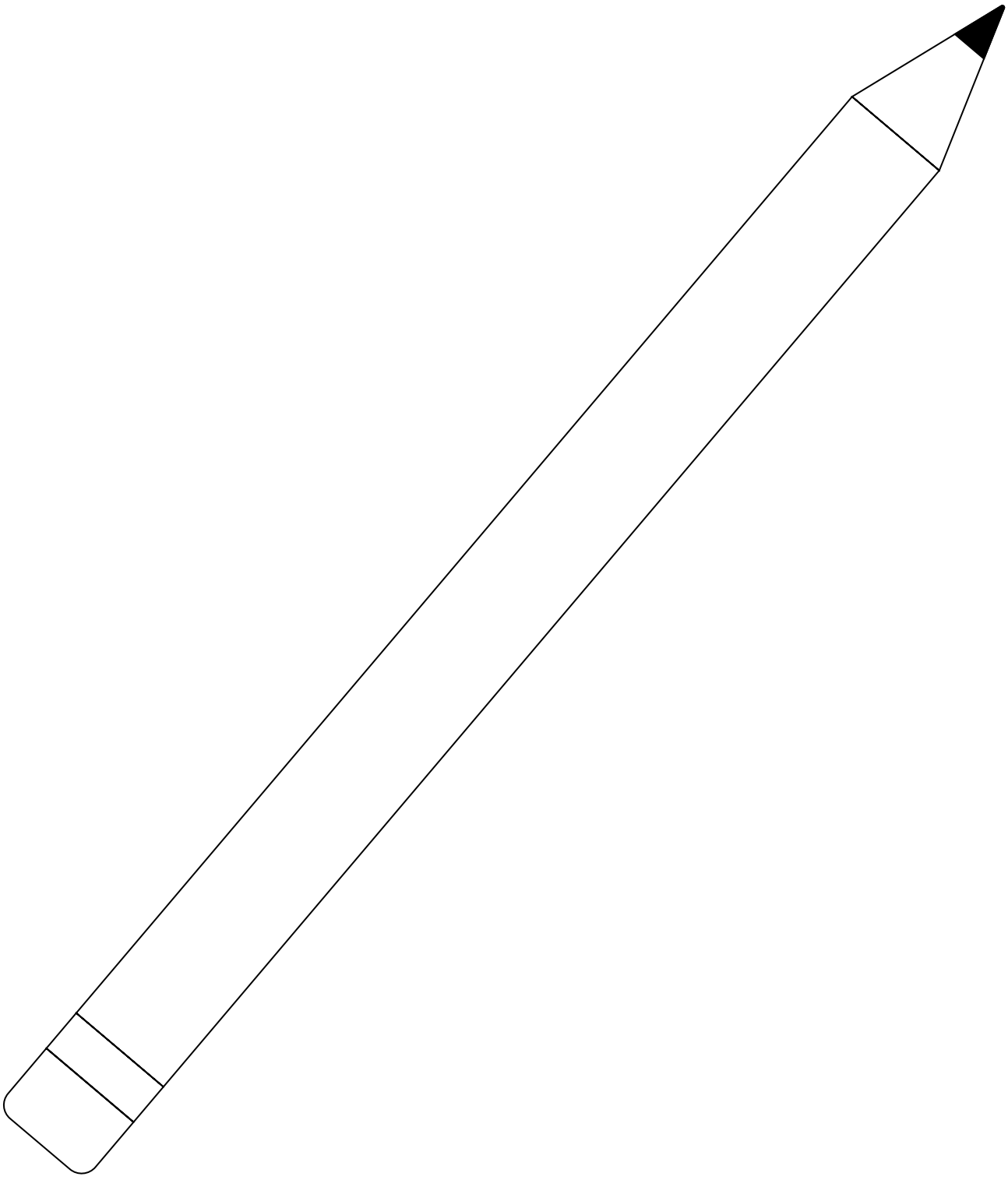
02

01
BASED ON Opera Glasses, ca. 1910; Manufactured by Lemaire (Paris, France); Mother-of-pearl, aluminum, metal, optical glass; H × W × D: 14.3 × 13 × 6.2 cm (5 ⅝ × 5 ⅛ × 2 7/16 in.); Gift of Alan and Monah L. Gettner in loving memory of Minnie S. Hermann, 1999-54-2

02
BASED ON Eyeglasses (probably USA), 1820–50; Sheet silver, silver-plated metal, optical glass; H × W × D: 12.7 × 4.2 × 1.3 cm (5 × 1 ⅝ × ½ in.); Bequest of Sarah Cooper Hewitt, 1931-6-9-a,b

Redesign It

Your friend is an artist who draws all day. Redesign a pencil that will be comfortable and functional for them.



Wearable Designs

EMPATHIZE

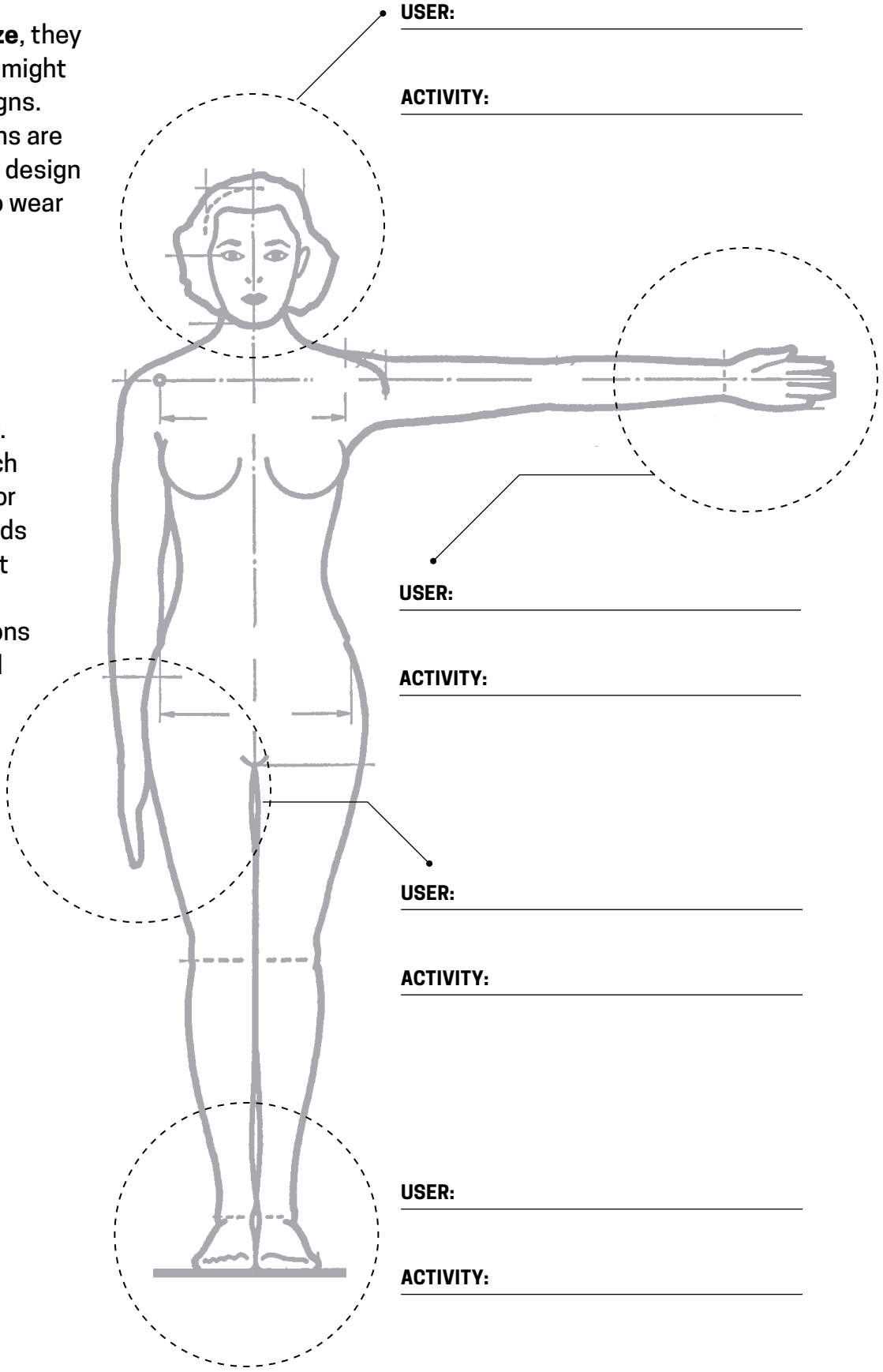
When designers **empathize**, they think about how someone might feel when using their designs. The people who use designs are called users. On this page, design something for your user to wear that will suit their needs.

TRY IT!

Choose one user and one activity from the list below. Think about something each user might want to wear. For example, a farmer who needs to cool off might need a hat with a special brim. Keep trying different combinations of users and activities, and see what designs you can come up with!

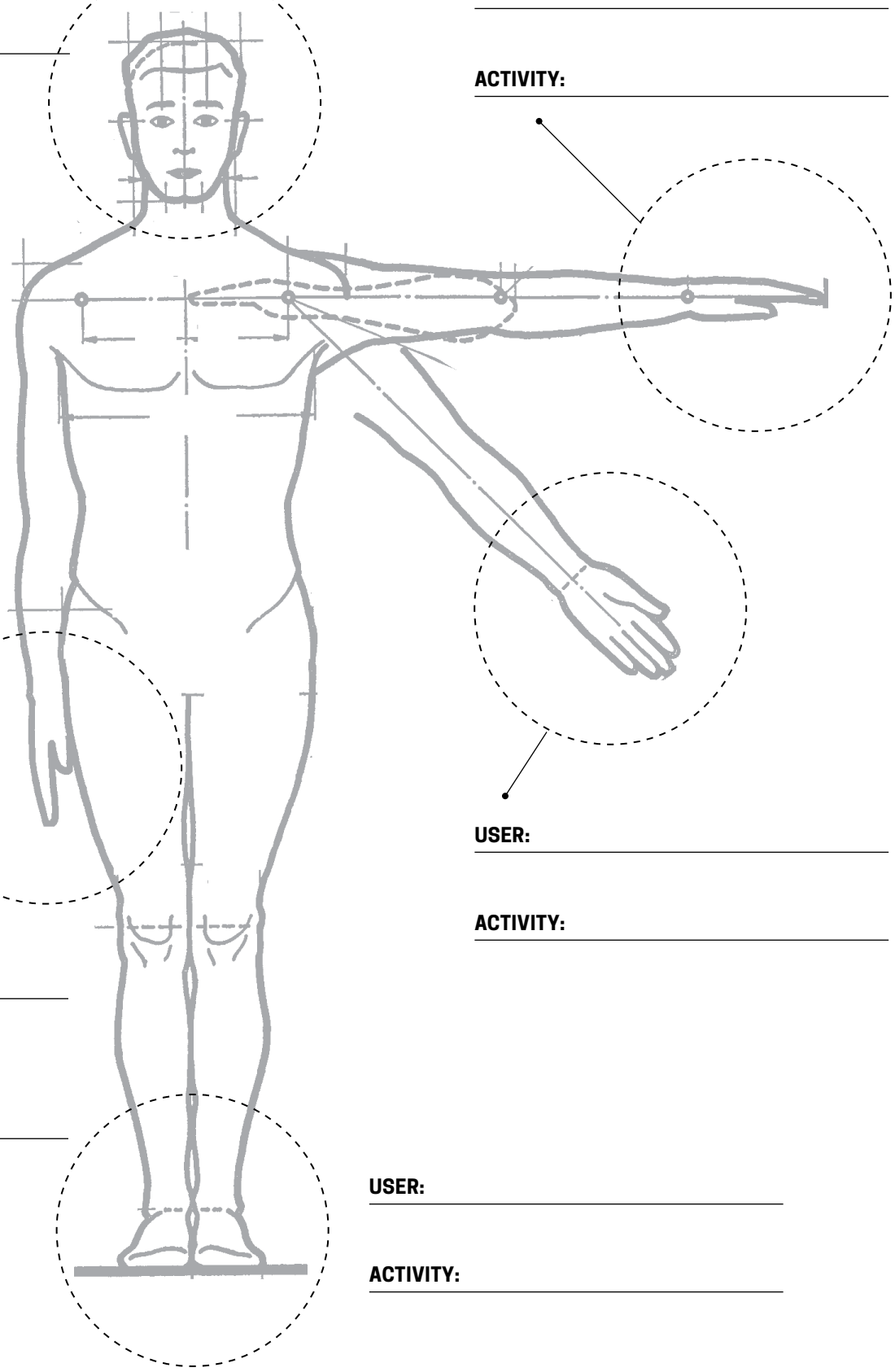
USERS:
an older person
a child
a superhero
a farmer
a person who can't hear
a cat lover
a cook
. . . other

ACTIVITIES:
get to work
tend a garden
travel quickly
stay warm
cool off
carry groceries
collect energy
shield from harm
. . . other



USER:

ACTIVITY:



USER:

ACTIVITY:

USER:

ACTIVITY:

USER:

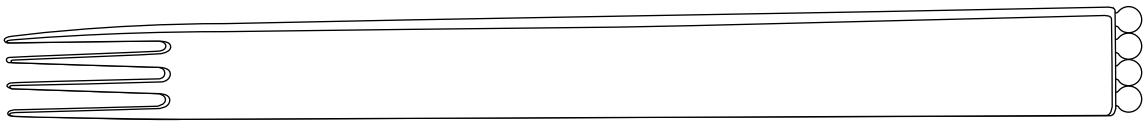
ACTIVITY:

USER:

ACTIVITY:

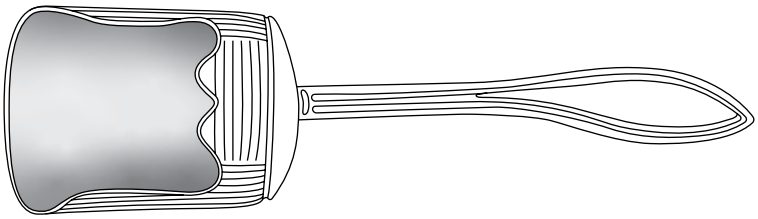
Designing Utensils

Take a look at these utensils. What do you imagine they are used to eat or scoop up?



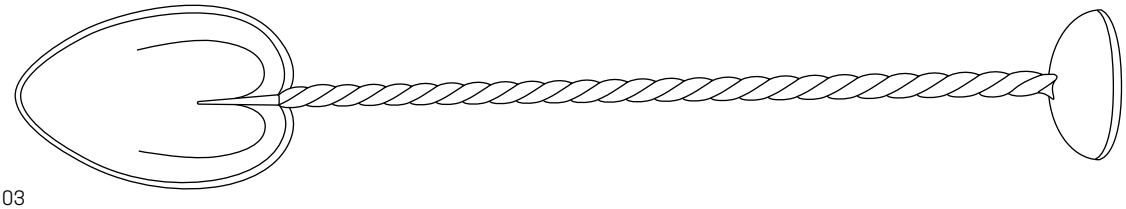
01

This fork might be used to _____ .



02

I would eat _____ with this spoon!



03

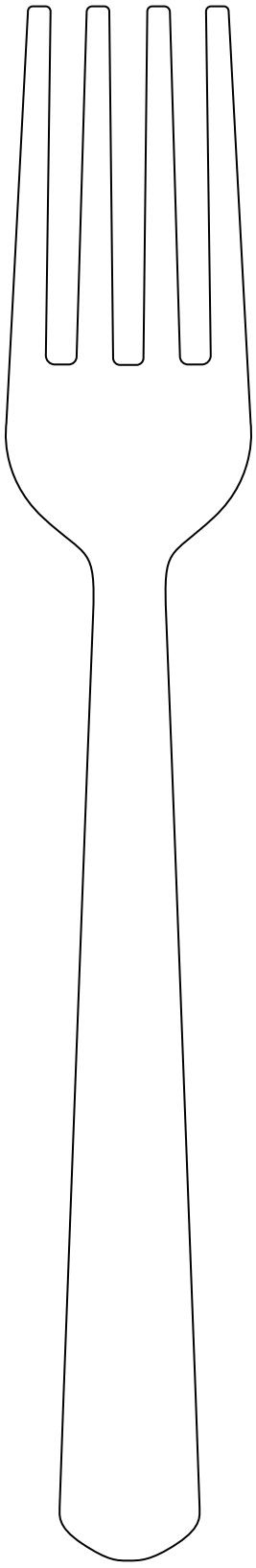
I imagine this spoon is for _____ .

01
BASED ON Flaches Modell (Flat Model) Dessert Fork, 1903; Designed by Josef Hoffmann (Austrian, born Moravia, 1870–1956); Manufactured by Wiener Werkstätte (Vienna, Austria); Silver; L × W × D: 17.9 × 1.6 × 0.4 cm (7 1/16 × 5/8 × 3/16 in.); Museum purchase from Friends of Applied Arts and Industrial Design, General Acquisitions Endowment, and Morrill Acquisitions Funds, 2002-3-1

02
BASED ON Spoon (Netherlands), 1833; Silver; L × W × D: 8.4 × 2 × 1 cm (3 5/16 × 13/16 × 3/8 in.); Gift of Eleanor and Sarah Hewitt, 1931-64-36

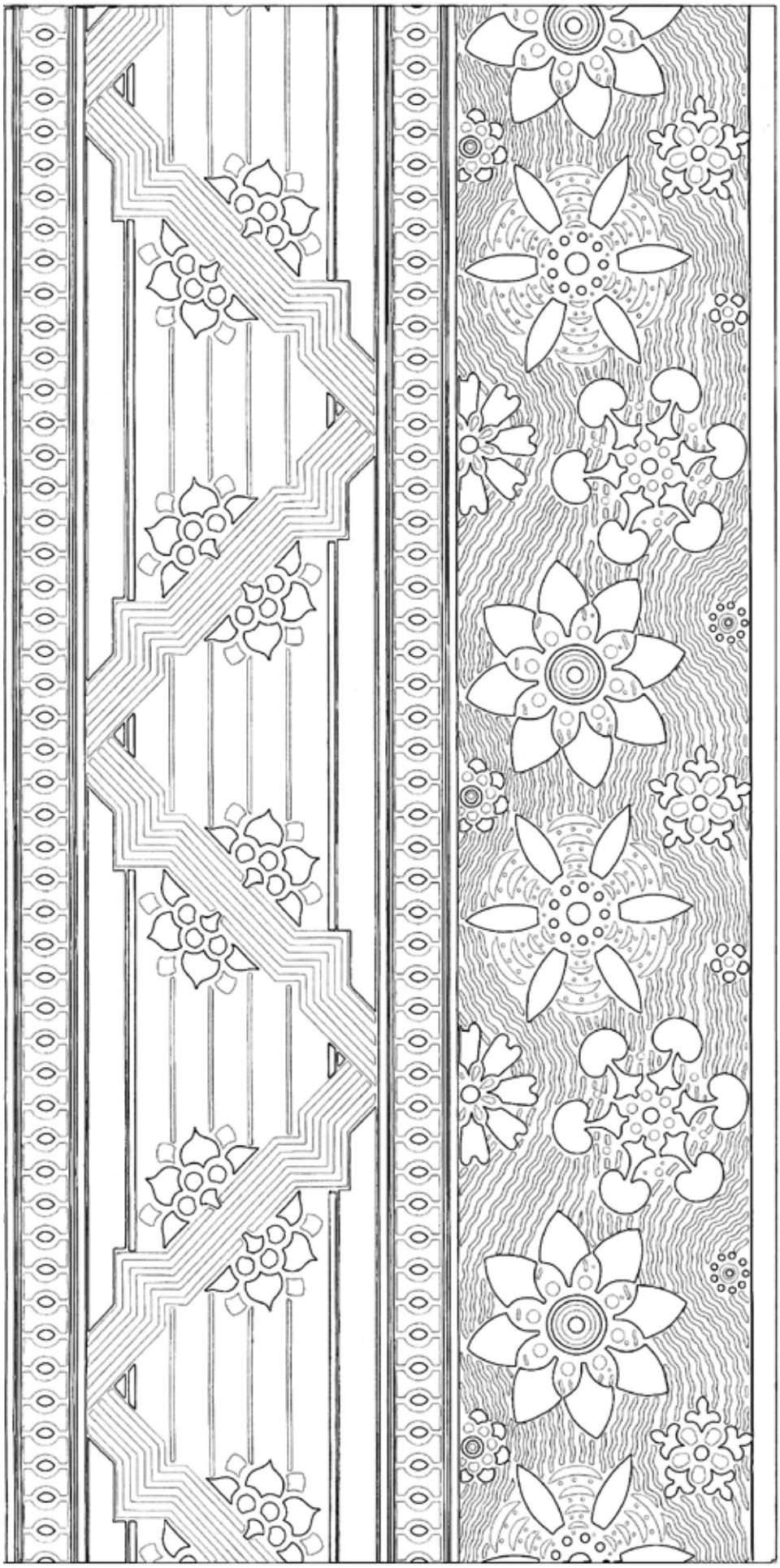
03
BASED ON Spoon (France), 19th century; Silver; H × W × D: 17 × 2.9 × 2.9 cm (6 11/16 × 1 1/8 × 1 1/8 in.); Gift of Mrs. John Hobart Warren, 1909-21-22

Design a utensil that you could use to eat a cloud.



Color Away

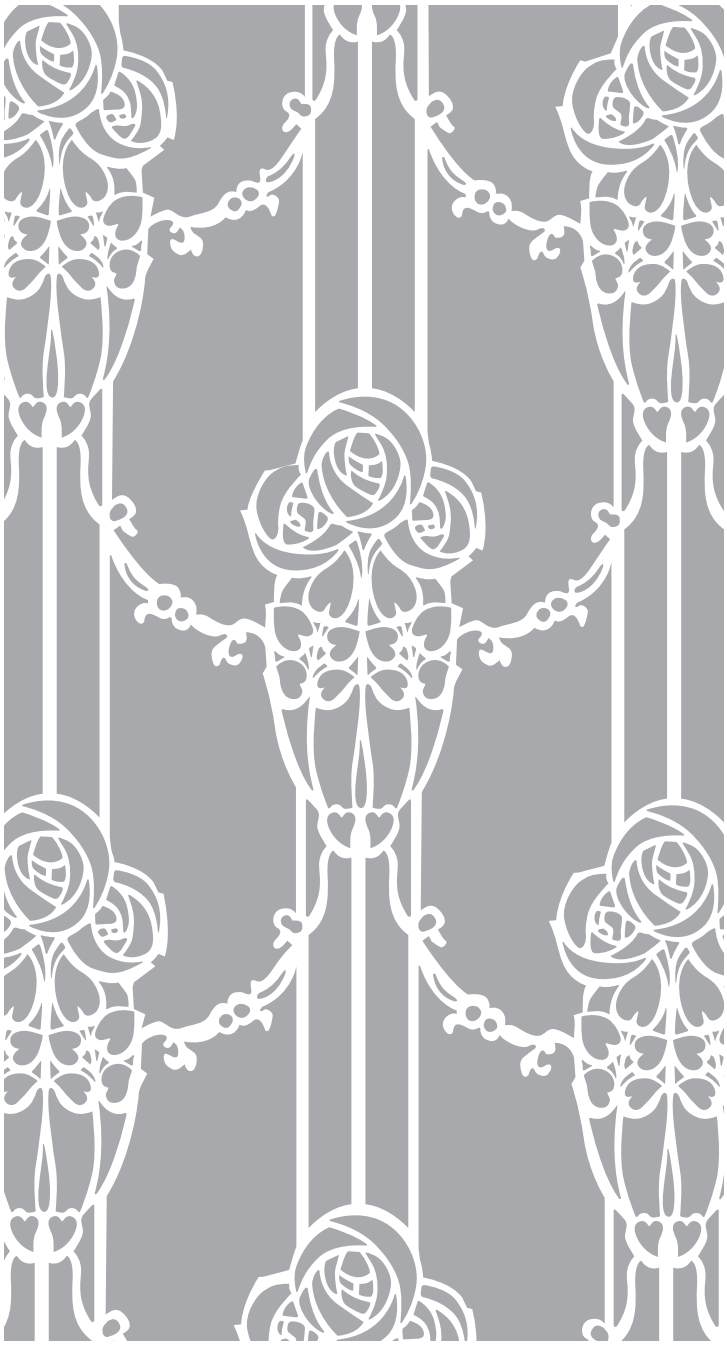
Take a break from focusing on design shapes and think about color. What different colors or color palette might you use on this wallpaper? Could the colors match your favorite place or where you live? Color in the design and see how it looks.



Right
BASED ON Border, 1875–1906 (USA); Block-printed paper; Museum purchase from Smithsonian Institution Collections Acquisition Program and Sarah Cooper-Hewitt Funds, 1995-165-28

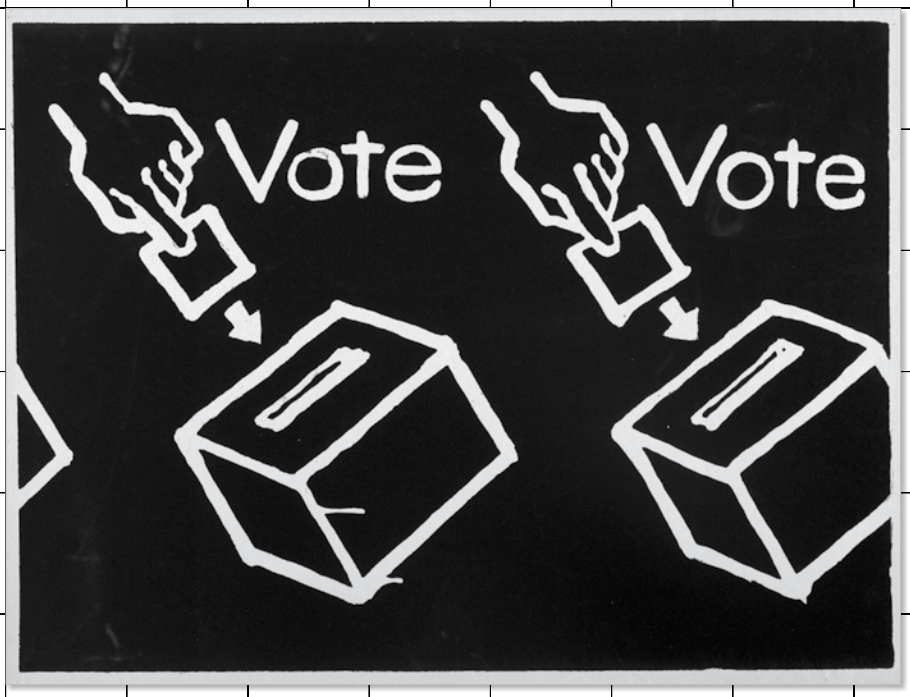
Find a Pattern

Look closely at the wallpaper design below. Do you notice the pattern? See if you can repeat the pattern on your own!



Above
BASED ON Sidewall Sample, 1906–07; Manufactured by Gledhill Wall Paper Co. (New York, New York, USA); Machine-printed paper; 67 × 47 cm (26 ⅜ × 18 ½ in.); Gift of Dorwin L. Starr, 1985-19-117; Photo by Matt Flynn © Smithsonian Institution

What Matters to You? Design a Poster



01

02

Communication design is a tool for transformation. Ideas are powerful, and when you communicate them visually you amplify and increase their power.

On the opposite page, write a short message using stencils or writing free-form. Capture something you want to see in the world. It could be something you want to support, protect, or speak out against—something you're passionate about. It can also be a message of welcome or encouragement. If you're feeling particularly energized by your design, remove the page from the book and display it proudly!

01
Poster, Vote, ca. 1980; Designed by David Virgien (German, active USA); Screenprint on cream paper; H × W: 45.5 × 60.8 cm (17 15/16 × 23 15/16 in.); Gift of Steven Heller and Karrie Jacobs, 1993-53-6-4; Photo © Smithsonian Institution

02
Poster, No War, ca. 1980; Printed by Mark van S. (American, born 1964); Lithograph on paper; H × W: 84.5 × 58.7 cm (33 1/4 × 23 1/8 in.); Gift of Steven Heller and Karrie Jacobs, 1993-53-39; Photo by Matt Flynn © Smithsonian Institution

Design as Problem-Solving

Designers often **define** a problem by asking an open-ended question. This helps to clearly identify what they are seeking to solve. Designers then come up with design solutions in answer to their question. Let's try it!

How might you ensure everyone in your community has access to fresh and locally grown food? To brainstorm your idea, think about the questions in steps 1 and 2 below and write down your answers.

STEP 1

What are three healthy foods that your service would provide to your community?

1.

2.

3.

STEP 2

Identify three components of your solution to get locally grown food to your community. For example: how will your food travel, and how will it be packaged?

1.

2.

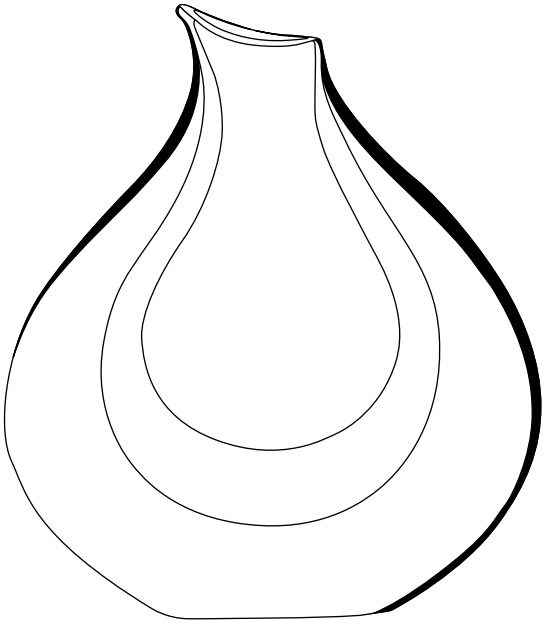
3.

STEP 3: YOUR DESIGN CHALLENGE

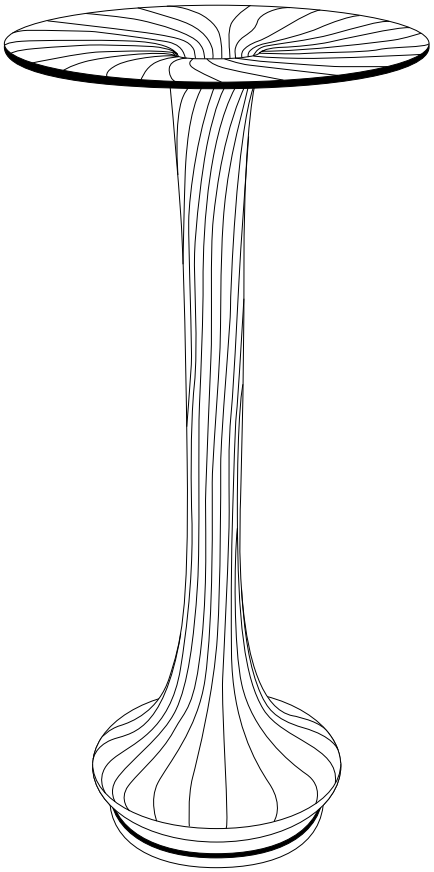
How could you, as a designer, imagine a product or service that could change how your community gets access to healthy food? In the space below, draw your solution.

Designing Possibilities

Add color to these vases, and draw what might go inside them!



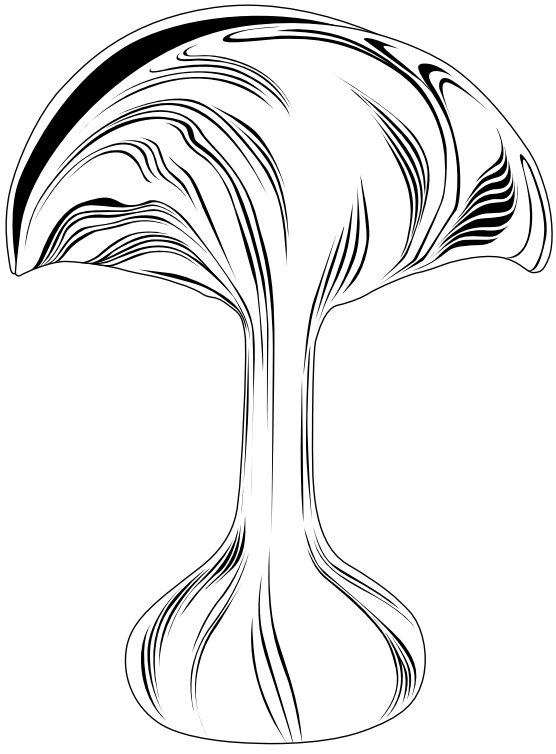
01



02

01
BASED ON Vase, ca. 1960; Made by Salviati & Company (Murano, Italy); Glass; H × W × D: 26.4 × 23.2 × 6.2 cm (10 3/8 × 9 1/8 × 2 7/16 in.); Gift of Michael Lewis Balamuth, 1971-66-2

02
BASED ON Clutha Vase, ca. 1890; Designed by Christopher Dresser (British, 1834–1904); Manufactured by James Couper & Sons (Glasgow, Scotland); Mold-blown glass; H × diam.: 48.3 × 10.2 cm (19 × 4 in.); Museum purchase from General Acquisitions Endowment Fund, 2012-7-1



03

04

03
BASED ON Peacock Vase, ca. 1901; Made by Tiffany Glass and Decorating Company (New York, New York, USA); Favrile™ glass; H × W × D: 33.7 × 25 × 14 cm (13 ¼ × 9 ¹³⁄₁₆ × 5 ½ in.); Gift of Stanley Siegel, from the Stanley Siegel Collection, 1975-32-11

04
BASED ON Vase, late 19th–early 20th century; Designed by Emile Gallé (French, 1846–1904); Glass; H × diam.: 13.2 × 6.8 cm (5 ³⁄₁₆ × 2 ¹¹⁄₁₆ in.); Bequest of Max Kobre, 1996-45-9

Design a Chair

Design a chair to study in. In the space below, **brainstorm** a list of things you might need to stay focused.

1.

2.

3.

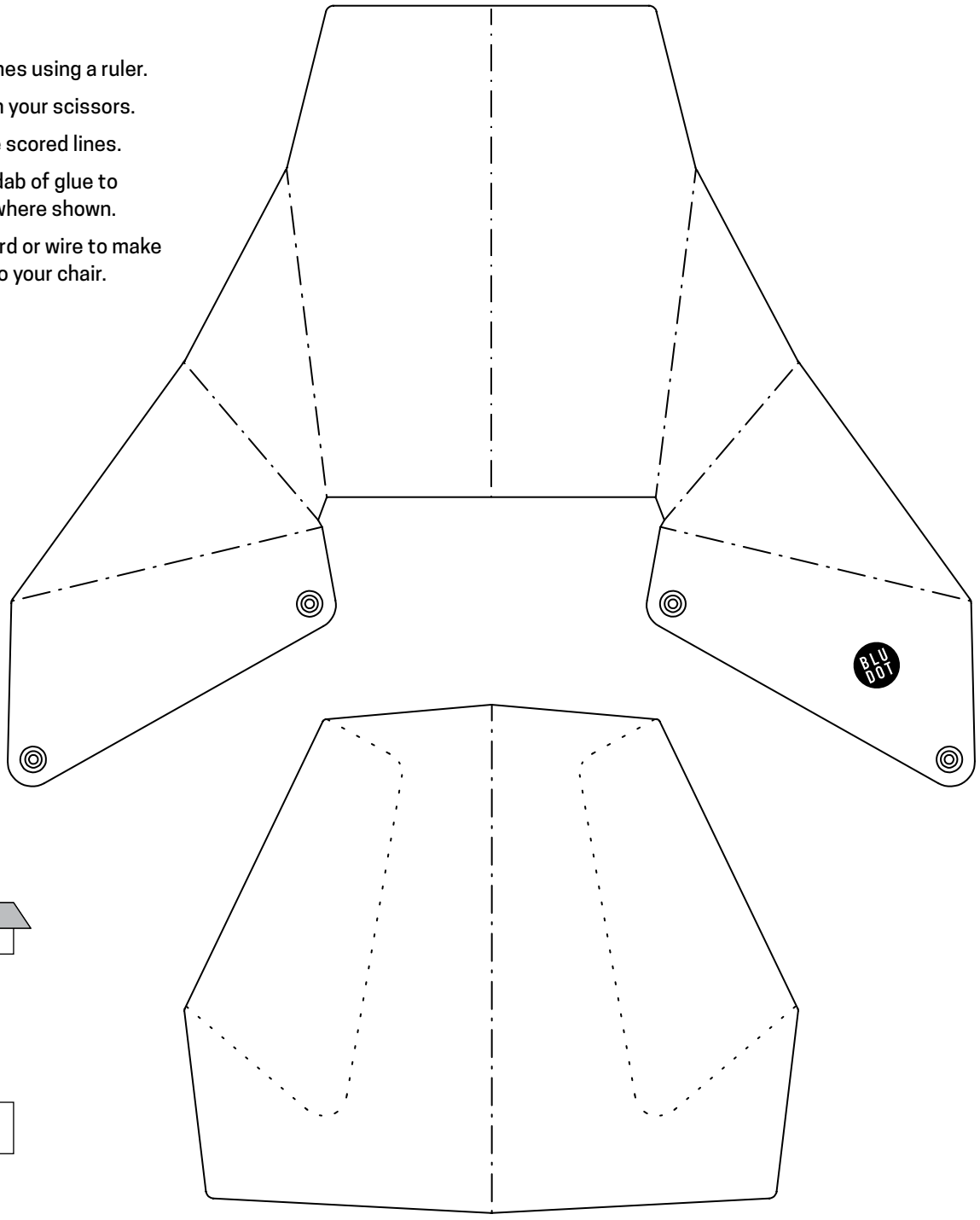
In the space below, draw your chair!

Build Your Own Real Good Chair

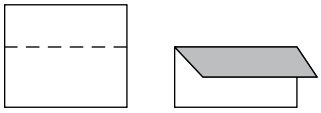
The Real Good Chair, designed by Blu Dot Design and Manufacturing, can be folded from a single sheet of steel, optimizing materials while remaining comfortable. Make your own in paper!

INSTRUCTIONS

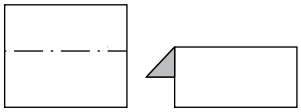
1. Crease along the fold lines using a ruler.
2. Cut out the shapes with your scissors.
3. Gently crease along the scored lines.
4. Use tape, staples, or a dab of glue to stick the tabs in place where shown.
5. Bend pieces of cardboard or wire to make legs, and attach them to your chair.



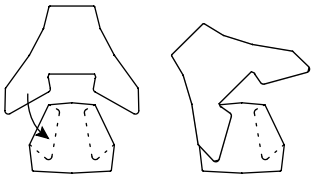
Valley fold



Mountain fold



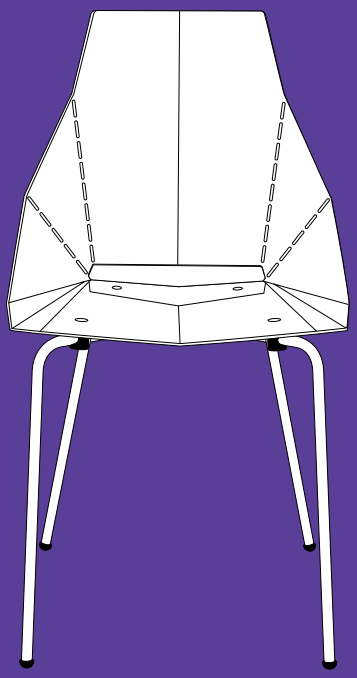
Alignment marks



Left

BASED ON Real Good Chair, designed 2007, this model 2018; Manufactured by Blu Dot Design and Manufacturing (Minneapolis, Minnesota, USA); Powder-coated steel, carbon steel, plastic, rubber; H × W × D: 83.8 × 83.8 × 48.3 cm (33 × 33 × 19 in.); Gift of Blu Dot, 2018-35-2-a/d

Build Your Own Real Good Chair



Cooper Hewitt is America's design museum. We welcome everyone to discover the importance of design and its power to change the world.

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NATIONAL DESIGN MONTH

WANT MORE DESIGN? Join Cooper Hewitt online for free virtual talks, tours, workshops, professional development trainings, and career fairs throughout the month of October. Held in conjunction with the National Design Awards, National Design Month will highlight the work of Award winners and leading designers from around the country. Learn more at **www.cooperhewitt.org/NDM**