Welcome!

Design is all around us. From cars and buses on the street to your favorite T-shirt, the world is full of ideas that have been made into things. But how can we use design to create a better world? Join 13-year-old Sofia as she navigates her city with her neighbors, finding opportunities for design everywhere. Along the way, try it yourself!

This book is an interactive story that you can share with friends, classmates, and family members.
Meet Sofia!
She loves to draw and explore her city.
Can you find anything else that is designed?

The city I live in is full of things that have been designed by people—from buildings to bicycles, from the signs we see to the clothes we wear.
Sofia lives with her baby brother and her grandmother, whom she calls Abu. The room she shares with her brother is full of her favorite things.

Everything from her lamp and her desk to her favorite shirt has been designed.

Help Sofia design a pattern for her quilt.

Sofia likes to put posters on her wall.

Can you design one for her?
I love to find design everywhere! Can you find three things around you that have been designed?

1. ____________
2. ____________
3. ____________

Design a lampshade for Sofia.

Sofia is wearing her favorite outfit today.

What colors or patterns can you add?
My spork was invented by combining a fork and a spoon.

What two things can you combine to create a new object?

**Brainstorming** means coming up with lots of new ideas. Sometimes we can brainstorm by combining different ideas.

On this page, brainstorm a new tool for Sofia by combining some of the objects in her backpack.
When Sofia looks out her window, she sees all kinds of buildings and their rooftops! Some rooftops were designed with sloped sides, so rain and snow can slide off. Some rooftops were designed flat, so neighbors can use them as outdoor space. The design of buildings is called **architecture**.

Can you design the rooftops of these buildings?
Sofia loves exploring Abu’s collection of objects and hearing her tell stories about them. Some are gifts from faraway places, and others have been in the family for generations! Some objects are for decoration, while others we use every day.

Can you circle three useful objects and color in three decorative objects?

Some objects, like this crocheted blanket, were handmade and meant to be used every day.

Other objects, like this Vejigante mask, are decorative and fragile.
Do you have an object in your life that holds meaning or tells a story?

**Draw it below to add it to Abu’s collection!**
When Sofia goes outside, she sees lots of signs! A **logo** is a symbol or other design that we can use to identify a place, group, or business.

**Can you match the logos to the place they belong?**

**Logo design can help us know what things are and how to get around!**

- **Joe’s Sandwich Shop**
- **Skate Park**
- **Post Office**
- **Sandwich Shop**
The corner market sells fresh produce. The owner, Marie, needs help designing the store’s logo.

Create a logo for Marie that will give customers an idea of what she sells!

My tips for designing a logo:
- Think about colors and shapes.
- Keep it simple.
- Can people see your logo from far away?

Marie is selling fresh fruit salad today for $2.00.

Can you help her make a sign that will attract customers?
José and Tiffany want to enjoy the weather, but not get too hot.

Design something that will help them stay cool.
Yasmin and Amira are at the playground. Amira is a wheelchair user and likes to go fast. Yasmin likes to climb up high.

Can you design something fun to meet their needs?
The mail carrier, Jesse, has a busy day today! They are looking for a new way to carry mail along their route.

Can you design them a new way to travel with the mail? Their new mode of transportation needs:
• to be able to travel through the snow and rain
• to have a comfortable seat
• to have room for the mail and packages
Visual Vocabulary

architecture

pattern

decorative object

logo

brainstorm

poster

useful object

transportation design
Adults, keep the creativity flowing with these design exercises!

**Logo Scavenger Hunt:** During your next walk through your neighborhood or community, take time to see how many logos you can find along the way. If you want, bring a sketchbook to record what you see. Which logo is your favorite, and why?

**Playground Redesign:** Head to a nearby park or playground with a friend. Ask them:

- What do you like to do most at this park?
- What do you wish was different?

Listen to what they have to say and take notes. Then, redesign the playground with them in mind. How did it change?

**Object Remix:** Find three objects you use every day. You can choose anything from a toothbrush to a pencil, a bicycle, etc. Design an object that combines at least two of them. Once you are done, see if you can keep going! How many wild ideas can you come up with?
Cooper Hewitt, Smithsonian Design Museum welcomes everyone to discover the importance of design and its power to change the world.