

What can you make?



Design is a process that invites students to become creative problem solvers. By engaging students in design, teachers integrate skills into activities that students find challenging, exciting, and relevant to their lives both in and beyond the classroom.



Classroom Activities: "Can-Do" Games

In many parts of the world, cans are valuable materials to save and use again. After studying Warhol's *Campbell's Soup Cans*, share the "You can design!" poster on the reverse side and challenge students to give cans a fun, new, and useful purpose.

DESIGN CHALLENGE:

Use recycled cans to create a game.

THE DESIGN PROCESS:

Designers use a step-by-step process to develop and express their creative ideas.

Ask kids to consider the following questions:

1. Who will use your game?
2. How will it work or be used?
3. Is this an indoor or an outdoor game?
4. What materials do you have on hand to create your game?
5. Does your game have a special name?
6. Will your game have any rules?

THINK, DRAW, PLAN, TINKER, AND BUILD:

As they brainstorm ideas, students may wish to make a few simple sketches, create a paper model, share ideas with classmates, and experiment with different materials. Next, students can gather the materials they'll need and make a step-by-step plan for constructing their games. Once the games are completed, hold a classroom fair to play with, share, and celebrate your designs!

GAMES TO TRY:

To ignite enthusiasm, share these game ideas with students as they work:

- Classroom Checkers: Collect 24 cans and paint them black and white. Use chalk to draw a giant playground checkerboard.
- Toss-a-Ball: Decorate a can and attach a handle, string, and a foil or paper ball.
- Skee Ball: Roll balls up a ramp into cans, each labeled with a different point value.
- Bowl for Cans: Transform cans into bowling pins and roll for a strike!



TARGET & AIGA PARTNER ON DESIGN

Target has a long-standing commitment to education, supporting K-12 schools, students, and teachers to inspire learning and strengthen families. It's just one of Target's ongoing efforts to support the communities where we live and work—efforts that add up to donations of more than \$2 million per week. "Design for All" is at the core of Target's corporate mission, bringing great design to everyone every day—from cutting-edge products for home, fashion, beauty, outdoor living, and entertaining to in-store experiences and community partnerships.

AIGA, the professional association for design, represents a national network of more than 18,000 professional designers and students who promote the value of design as a professional craft, strategic tool and global cultural force. AIGA members are eager to partner with educators in bridging school curricula with the world beyond the classroom and to promote awareness in all citizens about how their world is shaped by design.

Target and AIGA are proud to partner with Scholastic's Instructor to bring design and art into the K-12 classroom through the Masterpiece Poster Series.

www.target.com/designforall



Association of Art and Design Professionals