

Design Challenge

Design imaginative headgear to either attract new friends or repel others from your personal space. Visit a museum to collect ideas for your design and then make it after your visit.



Inspirations:

Above, from left to right:
 Samurai armour, Japan, 1800
 Hat, Philip Treacy, London, 1995
 Quoit turban, Lahore, mid 19th century
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Before you go to the museum

- 1 Choose to design headgear to attract or repel
- 2 Think about the shapes, colours, structures that would attract or repel people.
- 3 You need to take:
 The Ideas Collector (download from www.vam.ac.uk/dflresources)

Pencils
 Clipboard
 Paper
 Pencils

At the museum

- 1 Choose an area of the museum with plenty of interesting objects on display
- 2 Search for examples of shapes, patterns, textures that you can use in your design and draw these on each side of your Ideas Collector
- 3 Look carefully and take your time. Your drawings will be the basis of



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After your visit

- 1 Cut out your Ideas Collector
- 2 Fold it and stick it into shape
- 3 Roll your pyramid. What can you see on the base? Use this as the inspiration for your design.
- 4 Draw a few quick ideas to work out your headgear design
- 5 Make your design 3D



Make a simple headband...



...using one strip of card...



...and double-sided sticky tape.



Build a solid base for your headgear...



...using two or more...



...further strips of card.



...to complete your headgear base.



Cut out different shapes based on your drawings...



...which you think will either attract or repel.



Attach these to the headband framework.



Try out different ways of creating structures with the paper...



...e.g. folding, tearing, rolling up.

Your headwear needs to stay on your head when you walk. Try and make a structure that will hold the weight of your design.

Designers test several designs before they choose the final one. Experiment with different heights and shapes you can make - be imaginative!