IB DP Design Technology Networking Session British International School of Washington 31st May 2019

Session Agenda:

8:30-9:00: Meet and greet / Getting a feel for each other's schools, experience and unique teaching assignments.
(Coffee, tea and continental breakfast nibbles provided by BISW)
9:00-10:30 - Continuing our exploration of the parts and complexities of the new DT IA rubric.
Questions for discussion
• What is the difference between B1 and B2? (Investigating Exemplar Materials)
• What does "Quantity" mean in A3?
• Supporting A2, A3 & C1, writing frames.
• Assessment
10:30-12.00 - TDA's – Sharing Best Practice
• Examples. Passive Amp IA / Earbud Wrap Rapid Prototyping Practice IA
• Drawing Skills - assignments and techniques
Questions for discussion
• Time constraints
12:00-12:45: Lunch
12:45-1:15: Resources / Vendors - sharing
1:15-1:30: Concluding. (What are our major takeaways?) What next?

Session Minutes/Discussion Notes:

Attending GMH, LB, AMK, DM
Absence: MM, with apologies

Session minutes/discussion notes
Though we may have not followed the agenda in a linear way I think we covered the majority in a general discussion which covered the IA and some best practices for TDA's, the group shared freely their experiences, especially as each have very different student class sizes, impacting scale and depth of TDA's used.
Specific areas touched upon:
- IA presentation – software used pros' and con's (word, pages, google docs, InDesign etc)
- Application of rubrics in assessment
- IA starting points – shared context vs individual student generated contexts.
- Time constraint of the IA and subject content coverage.

- Use of exemplars
- New IA requirements more a "graphic novel approach" images/pictures/drawings/diagrams etc
- Managing student engagement, high expectation without debilitating pressure.

Sharing best practice:
- TDA's shared:
  - Investigating a product (PDS, after the fact);
  - Human Factors design, design contexts – kitchen, Car, phone, open plan office –(nb from previous syllabus)
  - Human factors scavenger hunt;
  - Passive amp – vehicle for practical skill learning

Resources shared:
- Internet resources/eLearning: Pod casts – NPR | Ted – Design | YouTube - Engineeringguy.com | Focus educational: Patagonia- https://www.npr.org/2018/02/06/572558864/patagonia-yvon-chouinard ; Method- https://www.npr.org/2018/11/15/668365843/bonus-episode-methods-adam-lowry-and-eric-ryan-at-the-hibt-summit ; GM - Toyota Partnership - This American Life https://www.thisamericanlife.org/561/nummi-2015 I use 17:20 - 26:00 for Kaizan etc.
- Books: Joes Garage series; design of everyday skills, cradle to cradle, ergonomics for beginners, secret life of the pencil, Dschool, bootleg deck – design thinking; Rivethead (book) - https://www.amazon.com/Rivethead-Tales-Assembly-Ben-Hamper/dp/0446394009; Stuff Matters (book) - https://www.powells.com/book/stuff-matters-exploring-the-marvelous-materials-that-shape-our-man-made-world-9780544236042
- SL project from 2019
- Report rubrics _ science

Concluding / what next?
- GMH to share workbook doc, for new IA
- Investigate the possibility of undertaking IA moderation as a group, where, when etc.
- Organise an Autumn networking session, tbc

Thanks everyone:

Best regards

Gareth Hall
Head of Technology
Teacher of Design Technology
IB Form Tutor