



Evaluation Task

This resource was developed as part of an Applied Technology 2018/2019 CPD workshop which took place during the 2018/2019 school year. All materials used during this workshop can be viewed in the Technologies section of www.jct.ie within the CPD Workshops tile.

Website Link:

https://www.jct.ie/technologies/cpd_supports_applied_technology_cpd_workshops_2018_2019

The learning experience below was showcased as part of a unit of learning during this workshop. It focused on evaluating how effectively the success criteria were met for the prototype packaging task. This sample resource may assist you in planning and developing suitable challenges for your student's context. Reference to this activity can be found on slides 54 – 60 of the Applied Technology 2018/2019 presentation.

What is included in this PDF?

1. Sample unit of learning

Included is a sample unit of learning developed by the Applied Technology team using a generic school context. Contained in the unit of learning plan are the learning outcomes and key learning activated by engaging with the challenge below.

2. Sample evaluation task activity.

Included in this resource is a sample evaluation task activity for students' engagement. It is important to take note of the learning outcomes, key learning and the action verbs in the unit of learning plan which contextualise this worksheet activity.



Link to
Resource

Note: It is recommended that you view the CPD workshop materials in conjunction with using this resource to contextualise the resource and develop a better understanding of how the unit of learning was developed.

AGE/STAGE

1st Yr - SEPTEMBER (PRIMARY)

PRIOR

- GREEN SCHOOLS
- RECYCLING
- SUSTAINABILITY
- CREATIVE + CURIOUS
- SESE CURRICULUM
- PROTOTYPING + MAKING
- GEAR WORK
- THINKING AS USERS
- INCLUDING EDUCATION POSSIBLY PROGRAMMING

LEARNING RATIONALE AIMS

- SAFE-FAILURE (1.3, 1.15, 2.2, 3.2, 3.5)
- DISPOSITION OF ENQUIRY (1.3, 1.5, 1.6, 2.6, 3.1, 3.4)
- MATERIALS (1.9, 1.10, 3.5)
- AWARENESS OF SELF + OTHERS (1.5, 3.6, 3.3, 3.8)
- IMPACT ON THE ENVIRONMENT (3.8, 3.9, 3.5, 1.6, 2.6)

SUSTAINABILITY

- HOUSING
- PACKAGING
- COMMUNICATIONS
- PRODUCT ANALYSIS
- LIFE CYCLE
- CONTROL

LEARNING OUTCOMES

- 3.3 EXPLAIN how human, societal and environmental considerations affect solutions and outcomes
- 2.6 EXPLORE energy conservation and efficiency
- 1.5 CONSIDER the end-user experience at each stage of the design process
- 3.2 EVALUATE the effectiveness of solutions
- 1.3 REFINE ideas through the use of prototyping
- 3.5 JUSTIFY their selection of materials and processes based on factors such as environmental, economic and ethical considerations.

LEARNER EXPERIENCES

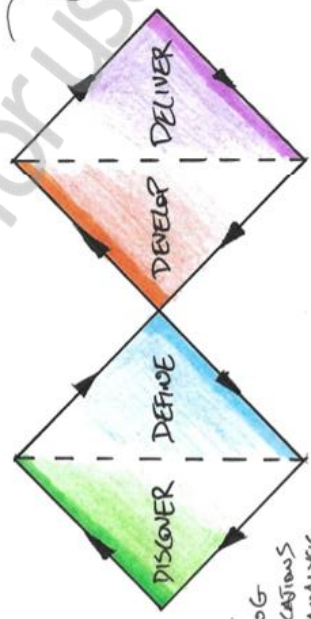
- PACKAGING OR A SECOND FUNCTION/LIFE CYCLING
- DESIGN A PACKAGE TO PROTECT AND PROTECT FROM
- MEET/KAYNOT - EXPLORE PRIOR KNOWLEDGE

PRODUCT ANALYSIS - BRING IN A PACKAGE

- TARGET MARKET
- FUNCTION/MATERIALS/STRUCTURE
- COLOUR
- AESTHETICS
- MARKETING
- BIODEGRADABLE CUPS
- PET WATER BOTTLE
- ALUMINIUM BOTTLE
- OPENING OF MEDICINE
- USER A/B/C
- RESEARCHING THEM

FORM + FUNCTION - FIT FOR PURPOSE

- FIT FOR PURPOSE



KEY LEARNING

- MATERIALS AND THE IMPACT OF OUR CHOICES ON THE ENVIRONMENT.
- THE IMPORTANCE OF END-USER EXPERIENCE IN DESIGN.
- APPLY NEW LEARNING THROUGH THE DEVELOPMENT AND EVALUATION OF A PROTOTYPE PACKAGE.

CONSIDER ASSESSMENT + REPORTING

- ENGAGEMENT IN TASKS - ORAL FEEDBACK
- WORKING COLLABORATIVELY - PEER AFL
- PROTOTYPE OUTPUT
- VISUALLY CAPTURE THEIR UNDERSTANDING OF KEY LEARNING

CONCEPT ATTACHMENT

- AWARENESS OF SUSTAINABILITY
- FUNCTION OF PACKAGING
- SINGLE USE PLASTIC

PRODUCT LIFE CYCLE

- EMBODIED ENERGY
- ACTIVITY AROUND ORDERING
- WHY PACKAGING
- SUPERMARKET STUDY
- STAGES
- WASTE

EMOTIONS OF PACKAGING

- DISCUSSIONS + BRANSTERS
- APPLE
- UNBOXING
- HAPPY MEAL

SUPERMARKET 2030

- INTRO TO CONTROL?
- ETHICS.
- VISUALLY CAPTURE UNDERSTANDING
- POSTER
- VIDEO
- AD CAMPAIGN

1.1 DEVELOP A DESIGN SOLUTION TRAINING ON EXPERIENCE AND USING EVIDENCE, REASONING AND DESIGN THINKING

DELIVER

- FUNCTION + FACTORS IN PACKAGING
- DISCUSSION ON ENERGY CONSUMPTION + ENVIRONMENTAL IMPACT OF MATERIAL
- RESEARCH PROJECT ON COFFEE CUP UNDER SUSTAINABILITY HEADINGS
- PHI, LIFE CYCLE + SALES PITCH ON WATER PACKAGING
- FAMOUS PACKAGING - OJIZ/BRANSTOR + EVALUATE EFFECTIVENESS
- USER-NEEDS PLACE MAT
- DEVELOP PROTOTYPE PACKAGE
- SKETCHES + NOTES
- EVALUATE AND REFINE.



How does the package appeal to customers?

It might attract more customers if ...

Are the materials chosen used efficiently?

Maybe you could add/ take away ...

Provide a brief description of your prototype design solution,
explain/sketch your thinking.

Is the packaging fit for purpose?

**Are transportation and shelf display
considered in the packaging design?**

What if the design could also...