

ACTIVITY FOUR: DESIGNING A SOLDIERS SURVIVAL KIT

Learning objectives

- To use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups;
- To help students generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design;
- To investigate and analyse a range of existing products;
- To understand how key events and individuals in design and technology have helped shape the world;
- To apply understanding of how to strengthen, stiffen and reinforce more complex structures.

Resources

- Card, paper
- Selection of paints, pens, pencils

MAIN TASKS

1. Using [Historical Context 8: Uniforms](#) and [Re-enactment equipment](#) look at what a First World War soldier carried with him all the time, thinking about which items were essential and which non-essential and how they were contained and carried. How practical were these arrangements? How did the equipment help or hinder the soldier?
2. How could you improve on this design using modern materials and methods? Think about the size, scale, weight and shape of the items and objects e.g.: was food contained in tins? Can you think of newer materials which might be lighter, cheaper, easier to use?
3. See if you can find out the dimensions of the necessary items, or choose a selection of items and approximate measurements for each of them. You can also redesign/modernise all or some of them. Think about trying to fit them in the smallest area and about the best way of carrying them. Which items (if any) need to be carried in a hard container, a water proof container, a soft bag etc? Can you come up with ideas for packaging to simplify and reduce the weight and bulk of carrying them. Make detailed drawings with measurements to explain your design.

Extension Activity

Set up a Military Trade Fair. Students need to present their designs to prospective buyers, who can question all aspects of their designs. You could also set up a panel of judges to determine which products should go to market.