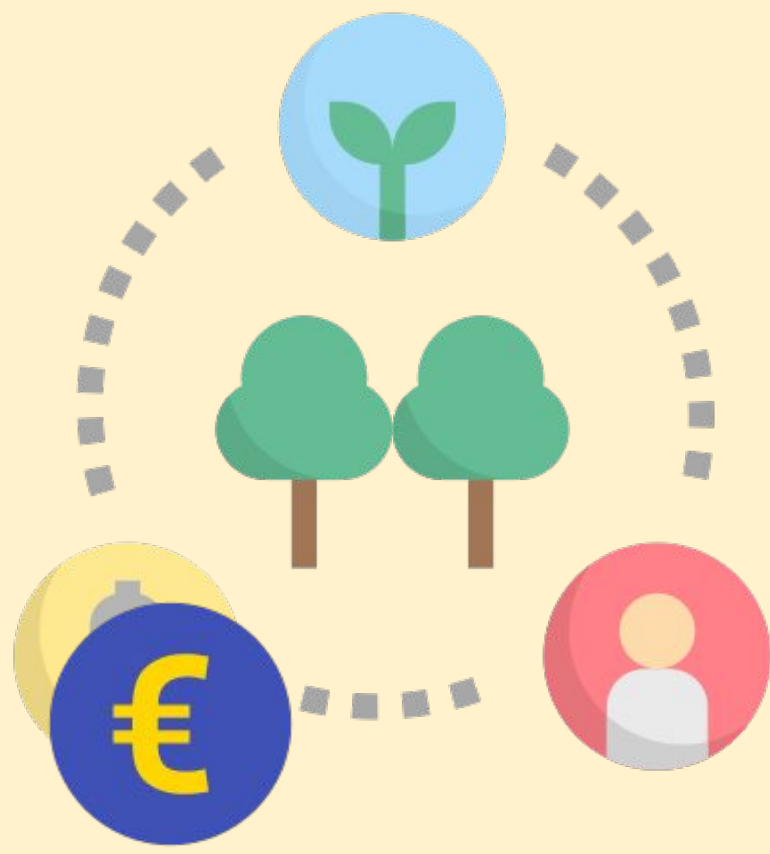


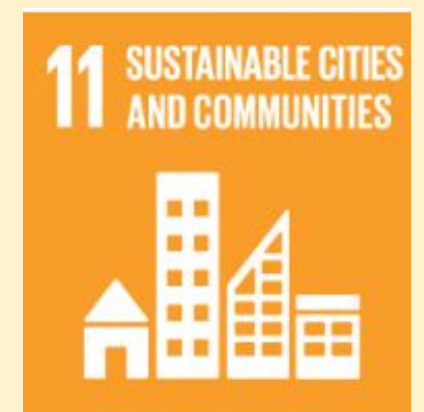


A PROJECT-BASED LEARNING MODULE WITH A YEAR-END EVENT,  
DREAM BUILDING



# DREAM Designs

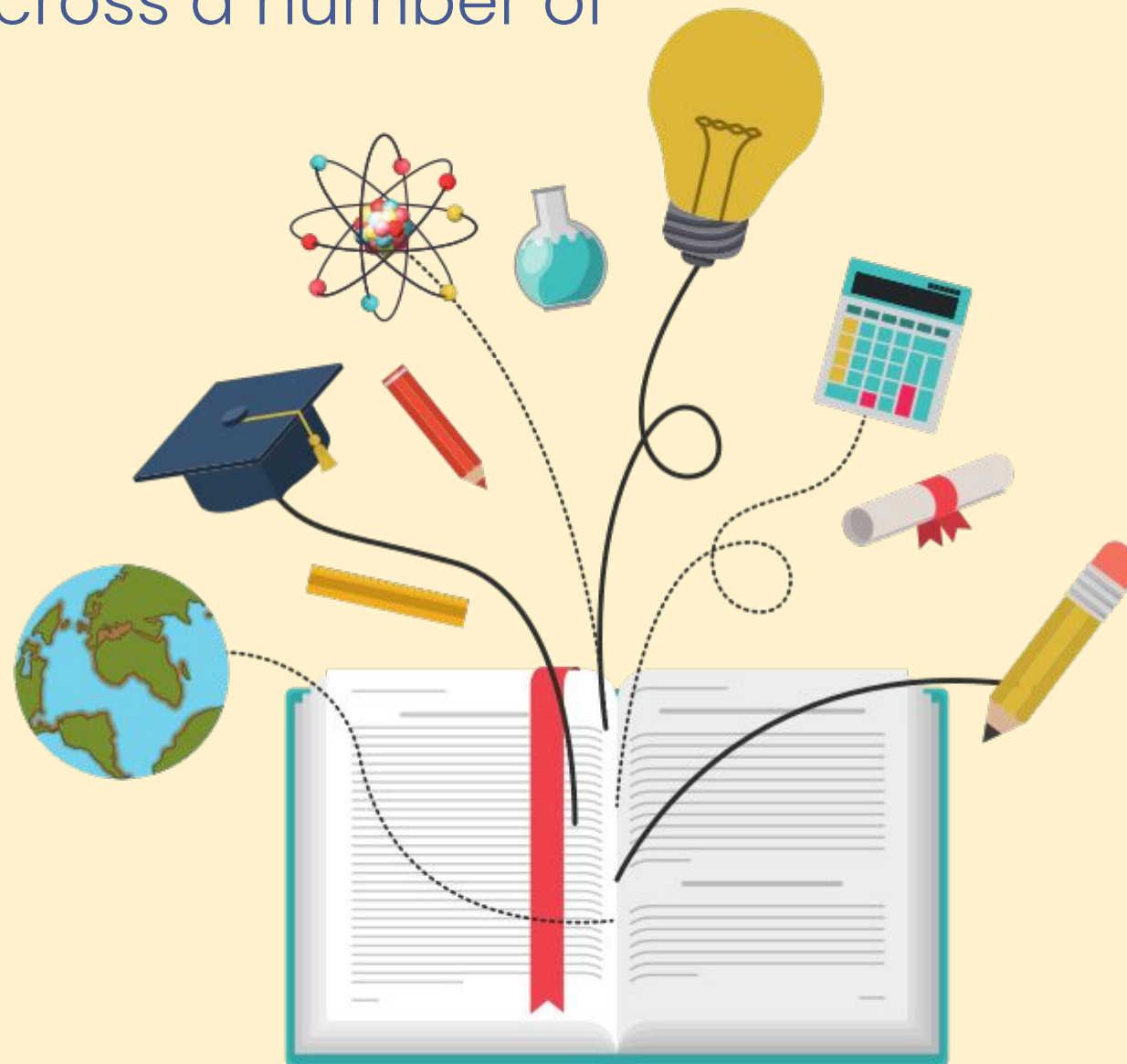
DREAM Designs is aligned to the following United Nations Sustainable Development Goals;



**DREAM Designs** is a project-based learning module with a year-end focus of an exhibition showing learners' visions for derelict buildings in Cahersiveen. It uses the local place to enable learners to gain knowledge and skills around contemporary issues on a local scale, sustainable development and issues, project management and execution. The overarching year-end event guides lessons and related module support and encourages linked-learning. A forward-planning guide will enable teachers across subject areas to collaborate and plan in order to develop learners' understanding and skills to complete the module.

**DREAM Designs** is designed to work across a number of subject areas. These include:

- Business Studies
- Communication Graphics
- CSPE/ SPHE
- English
- Geography
- Home Economics
- History
- Science
- Visual Art



The module includes:

- A forward-planning guide
- Subject outlines
- An overarching project
- Lesson plans
- Lesson resources
- Technical equipment
- Local expertise
- Field trips

DREAM Building is a project-based learning module and uses thematic and place-based STEAM pedagogical approaches. It uses the local place to enable learners to gain knowledge and skills that are transferable.

There is a main year-end event that the module themes (which are broken down into micro-modules and lesson plans) work toward.

The forward-planning guide will enable teachers across subject areas to collaborate and plan in order to develop learners' understanding and skills to complete the project.

The module has been devised in a way that teachers can also select lesson plans that suit their timetables and personal planning.



DREAM



x7 Module  
Themes



x8 Subject  
micro-modules

# Year-end event: DREAM BUILDING

## Exploring sustainability one building at a time!

Learners will....

- Work in teams to redesign a derelict building in Cahersiveen
- Create a maquette (preliminary model or sketch) and poster outline for exhibition
- Exhibit and present their work for their peers, family and the general public

### Project overview

DREAM Designs integrates project development, management and engagement with the local area; social, economic and environmental. The outcome of the project is to create a maquette and poster outline of the design process, using design thinking, inclusive design using permaCultural resilience and other design methods. This will show project planning, management and implementation in line with the Sustainable Development Goals and local and national development policies..

### Overarching content aims

- Develop an awareness of design thinking and inclusive design
- Develop an awareness of integrated approaches to solution-thinking; social, environmental and economic
- Explore creative and imaginative solution-focused approaches to local issues
- Identify opportunities in the town for student engagement in community development
- Develop awareness and understanding of sustainable practices within community development
- Learn the basics of project planning, development, management and implementation

### Overarching content aims

- Develop skills in integrated design and project development
- Develop 21st Century skills, in particular the 4 Cs (critical thinking, communication, collaboration, and. creativity)
- Work on a project from planning, to delivery, to evaluation
- Develop project management skills of delegation, division of work, trial and error, collection, analysis, delivery and evaluation
- Experiment with ideas and designs
- Learn visual and formal (digital and analogue) communication skills
- Design and create a maquette and poster outline
- Design and manage media campaign for exhibition (i.e. posters, digital and social media, information dissemination)



# Module Themes

## Research and Development

### Project management

- Business Studies
- CSPE / SPHE
- Communication Graphics
- English

### Cahersiveen Building Survey

- Construction
- Geography / History
- Science / Math

### Leadership / Youth Led Projects

- CSPE / SPHE
- Geography
- English

## Experimentation / Exploration

### Project Design

- Science
- Art
- Technology
- Construction

### Technical Design

- Science
- Technology
- Construction

## Implementation

### Exhibition Realisation- Advertising & Promotion

- Business Studies
- Communication Graphics

### Exhibition Realisation – Project and Research Presentation

- Business Studies
- CSPE
- English
- Art

# Assessment

The, maquette, poster and exhibition can be used as the overall assessment piece for the module. Teachers in each subject area can contribute feedback on the work completed in their classes. This will include:

- Creating a design for repurposing a derelict building in Cahersiveen
- Learning about sustainable design processes
- Developing research surveys – social, environmental, economic (what’s missing / what would you like, historical usage, policy directives)
- Designing phase (sustainable construction, energy assessment, interiors)
- Using tools such as Lean Canvas, Ecoweb, Design Abacus, Life cycle analysis
- Designing a business plan (includes SWOT, vision boards, feasibility, obstacles, green business / planning concerns etc).
- Developing digital literacy and communication skills e.g. Pecha Kucha, research poster, reflective journals
- Digital media promotion
- Exhibition presentation incl. physical maquette, research poster and realisation of exhibition
- Peer feedback and review



There are also module / subject specific tasks that can be used for assessment purposes, e.g

- Vision Board
- Team-building exercises
- Local resource guide – food producers mapping
- Life cycle analysis – e.g. Carbon Cycle in Science
- Developing surveys / questionnaires

# Project management

## Overarching aims:

Learners will

- Learn the basics of project management – organising planning and scheduling
- Develop an understanding of the foundations of design-thinking and apply it to setting up projects / business
- Complete a Lean Canvas and SWOT analysis on their building idea
- Develop the 4 Cs – Collaboration, Critical thinking Communication and Creativity

## English

- Report writing
- Research Skills
- Reflection
- Discussion & debate
- Presentation skills

## Business Studies

- Project-planning, development management
- Team-building skills
- SWOT analysis / Lean Canvas
- Design-thinking
- Presentation planning and preparation
- Open source software / project

## CSPE / SPHE

- New Economic models
- Discussion & debate SDG 11
- Presentation skills

## Community support:

- KC Digital Media
- Breda O'Dwyer (IT Tralee Business Innovation)
- Karen O'Connell (Project Management)
- Mary Concannon (Life Coach)



# Cahersiveen Building Survey

## Overarching aims:

Learners will

- Develop awareness of the derelict buildings in the town, their prior use and sizes etc (where information can be sourced)
- Identify locations for team project
- Develop understanding of sustainable practices and tools around community development

## Geography / History

- Mapping
- History of local buildings / Cahersiveen development
- Sustainable practices
- Research into buildings
- Oral history / interview skills

## Community support:

- Oonagh Walsh (Kerry CoCo environment officer)
- Willie O'Driscoll, Junior Murphy and others (current /historical business owners and residents)
- Acard Ltd / Cahersiveen Alliance
- Noreen O'Sullivan - Librarian (archive)
- SEAI - opposite school
- Kerry Energy Co-Op

## Construction / Technology

- Historical development of buildings.
- Simple aesthetic principles related to the appearance of buildings.
- Elements of the built environment.
- Controls over the built environment.
- Obtaining planning permission.
- Choosing a site.

## Science / Math

- Research - data gathering and analysis skills,
- Observation
- Presenting statistical data

INDIVIDUAL

WORKS

Presentations can be

used as reports





# Leadership – Youth-led projects

## Overarching aims:

Learners will

- Develop awareness of leadership styles and sustainable practices and projects
- Develop an awareness of their own leadership styles Identify successful youth projects locally, globally, internationally
- Develop research / interview skills
- Develop recording, analysis and evaluation skills

## English

- Brainstorming
- Observation mapping
- Analysis, discussion & debate
- Interviews
- Recording information

## Entrepreneur / Leadership

- Entrepreneur / Leadership skills
- Youth led community development
- Presentation planning and preparation

## CSPE / SPHE

- Communication skills – negotiation, non-violent, conflict resolution
- Local /National /Global –SDG11

## Community support:

- Ann Murphy Daly, KDYS
- SWFRC
- Young people involved in youth-led projects in Ireland and internationally



# Project Design

## Overarching aims:

Learners will

- Explore a range of contemporary environmental design systems and approaches
- Develop imaginative and creative responses to a project brief
- Develop the ability to communicate ideas and information by appropriate methods,
- Develop confidence and competence to experiment and explore materials and solutions

## Art / Design and Construction

- Biomimicry / Resilient design
- Design thinking / inclusive design
- The pCr methods
- Design drawings
- Interior design / Styling
- Maquette making
- Exhibition realisation

## Community support:

- Liz Conlon, Pink Bee Designs
- Declan Sugrue, 3DS Designs
- June O'Connell, Skellig 618

## Construction

- Practice problem-solving and critical-thinking skills as part of a group
- Identify goals and vision of future building
- Develop action plans to achieve vision/goals
- Obtaining planning permission.
- Costing
- Choosing a site.
- Organise and plan a project (use logic model for planning)



# Technical Design

## Overarching aims:

Learners will

- Develop the ability to communicate ideas and information by appropriate methods,
- Apply accurate observation and scientific investigation through the exploration of materials and processes
- Introduce knowledge and skills involved in Design / Construction Technology Introduce tools, materials and practices

## Design Technology

- Understand appropriate concepts and processes
- Develop design and realisation skills
- Knowledge and skills for creative critical thinking
- Evaluate technological activities; critically and constructively.

## Construction (incl. Green Tech)

- Internal Construction (floors, walls, partitions)
- Services (water, electric)
- Construction technology and construction materials
- Project costing
- Sustainable practices - introduction green building technology

## Science

- Science and Maths of Building and Planning Legislation
- Carbon calculations
- Utility use calculations and Materials costings
- Renewable Energy / Solar Generation calculations
- Ventilation / Insulation

## Community support:

- Patrick Griffin, The Bathroom Centre
- Quirkies - materials
- Tradespeople - plumber, electrician, carpenter
- Intro to Green Technology - Colm Breathnach
- Cultivate - Introduction to Cloughjordan eco-village



# Exhibition Realisation: Research and Project Presentation

## Overarching aims:

Learners will

- Develop an awareness of audience engagement
- Learn to communicate their concepts in 2 and 3 Dimensions
- Develop practical skills in building a maquette / scaled model and presenting their ideas
- Develop the skills from concept to realisation

## Business Studies

- Project Team content planning and creation
- Research Poster
- Pecha Kucha presentation

## Visual Art

- Collaborative exhibition planning
- Exhibition layout and floor plan
- Installation plan
- Presentation skills

## Construction

- Create maquette / scaled model
- Present Interior features

## Community support:

- Local artists / artisans
- Noreen O'Sullivan – Librarian
- Liz Conlon, Pink Bee Designs)
- June O'Connell, Skellig 618



# Exhibition realisation: Advertising & Promotion

## Overarching aims:

Learners will

- Develop content planning and creation skills
- Design Literacy / communication skills
- Promote teams' projects and exhibition
- Develop Marketing and Promotion strategy – content and design for a range of media and platforms

## Business Studies

- Event planning,
- Content planning and creation
- Plan Marketing and Promotion strategy
- Event management issues
- Advertising / Promo (includes documentation)

## Community support:

- KC Media (Digital Media Strategists)
- Local artists / artisans
- Noreen O'Sullivan – Librarian
- Liz Conlon, Pink Bee Designs

## Communication Graphics

- Design Thinking
- Digital literacy / communication
- Digital media
- Visual presentation skills
- Communication skills
- Event marketing and social media strategy design
- Advertising / Promo (includes documentation)

