***T Level Industry Placement SMALL TEAM Project Briefs***

***Design prototype for Community Space Exhibit***

***Employer brief***

**Project title:** Design prototype for Community Space Exhibit

**Organisation:** The Maker’s Bench (Local Community Workshop)

**Placement contact:** Jordan Ellis, Creative lead

**Sector:** Craft & Design – Furniture making

**Placement format:** Small team project (up to 105 hours, approx. 2-3 weeks)

***Project context***

The Maker’s Bench is contributing to a new community arts and wellbeing hub and needs bespoke furnishings to complement its open-access learning and event space. We are inviting a small team of Craft & Design (Furniture Maker) T Level students to conceptualise and prototype a small furnishing or display element suitable for this space.

We are seeking a small team of T Level students to work directly with our Creative Lead on this project. The students will be based either on our site or at an agreed provider location but will be supervised and supported directly by our Jordan Ellis. We will provide clear tasks, guidance and check-ins, and conduct formal reviews during the placement.

***Project objectives***

* Interpret and respond to a live client brief
* Develop and prototype a functional item of furniture
* Test and evaluate materials and design choices
* Produce a visual and physical representation of the idea

***Team tasks & activities***

Working directly to the Creative Lead students will:

1. Site visit and client briefing
2. Research existing designs for community and public settings
3. Sketch and model early concepts (manual or CAD)
4. Select materials and plan production
5. Construct a scaled or partial prototype
6. Evaluate the outcome and present to client

***Expected outputs***

* Annotated design boards
* Scaled prototype or functional model
* Summary presentation (verbal or visual)

***Employer support***

* The Creative Lead will clearly outline how much time they will spend working face-to-face with the students, and how they can be contacted outside of this for clarification and feedback.
* Students will manage their schedule day-to-day but will receive regular and focused support and intervention from the Creative Lead.
* Where possible, the Creative Lead will co-locate with the students for all or a significant proportion of the project.
* Provide insight into end-user needs and environment and support ideation and interim feedback.
* Attend the final student presentation and offer reflections.

***Provider (Tutor) brief***

***Overview***

This project enables a team of 3–5 Craft & Design T Level (Furniture Maker specialism) students to experience a real-world design and prototyping process. They will work in response to a live brief, under the supervision of the Creative Lead, and contribute practical outputs while developing knowledge, skills and behaviours from their occupational specialism.

***Mapped performance outcomes***

* PO1 – Analyse and interpret a creative brief
* PO2 – Communicate design ideas using sketches, models, CAD
* PO3 – Select and test materials, tools, techniques
* PO4 – Produce functional furniture components
* PO5 – Evaluate design against client need and usability

***Client suggested project timeline (3 weeks)***

* Week 1: Briefing, space visit, research, early sketches
* Week 2: Model making, CAD refinement, material selection
* Week 3: Build prototype, test function, prepare final presentation

***Provider responsibilities***

Preparation of students including

* Ensuring H&S awareness and compliance in workshop sessions
* Supporting of students’ ideation and evaluation skills
* Maintaining contact with the employer to ensure appropriate supervision and student support is being provided

***Evidence collection***

* Sketchbooks and design logs
* Photographs of prototype stages
* Feedback from employer
* Student reflection and peer evaluation