

# 4

## Inclusive Communities

### Overview

Canadian Parliament is calling for between 280,000 and 305,000 permanent residents to be allowed into Canada in 2016, including more refugees from war-torn Syria. This will be our country's largest intake of immigrants into Canada since immediately following World War II.

### Design Rationale

British Columbia prides itself on being inclusive. With the anticipated influx of Syrian refugees arriving, how can we draw people together and design ways in which we can make the immigrants feel welcome—both here in school and our larger community—and help people to become comfortable getting to know one another and become tolerant, accepting and interested in the diversity?

### Problem Scenario

Your team has been selected to develop the prototype of a structural element or component or tool that will help recent immigrants to begin to create a sense of inclusion in their new community. Your prototype should be:

- small scale,
- easy to maintain and use,
- accessible to and for all community members, and
- realistic for a community to be able to recreate and use on their own.

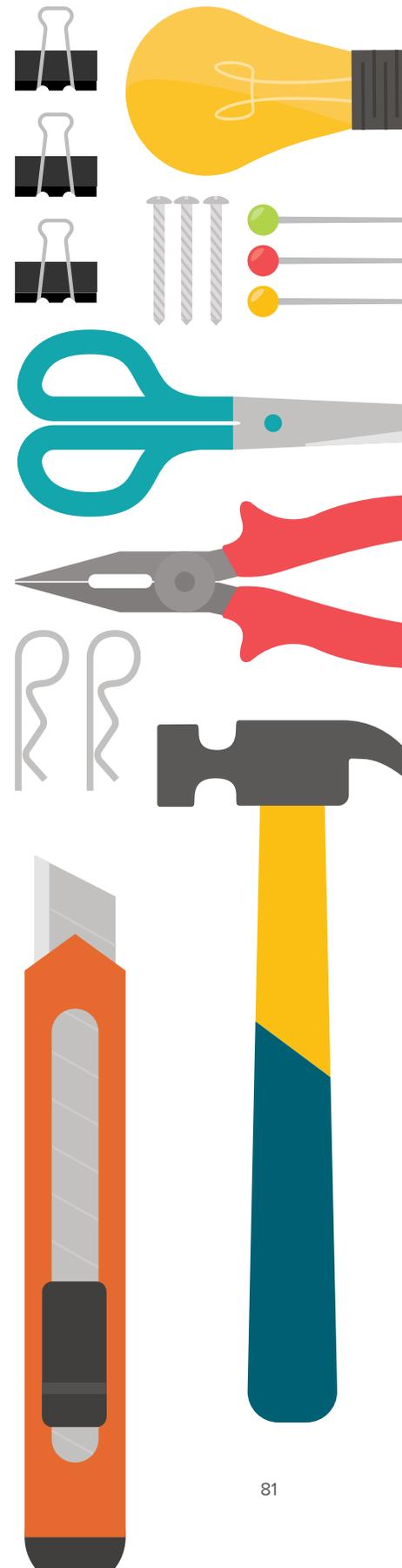
### Parameters

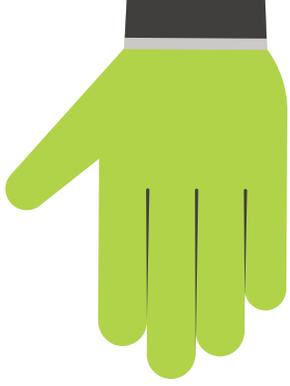
- You must use some of all of the items in your group kit in some way.
- You may make a pitch to use materials on the share tables.
- You should use the tools located in the shared tool area.

### Success Determinants

Success will be determined by the degree to which your design solution:

- Is unique and usable
- Aligns with your design sketch
- Interests community members and newcomers
- Aligns to the design motto: “make it smaller, stronger, do more, be easier to use, be cheaper, be clean, be greener”





## Note

This design challenge was developed by teachers at St. Margaret School in Victoria, BC. The school librarian had experienced a Maker Day that used sample design challenge 3: Considering Maslow's Hierarchy Through a Refugee Lens. To help students stay on task and understand the flow of the day, the teachers provided the following plan.

## Maker Day 2016 Day Plan

### 8:30–8:45

Welcome & Ice Breaker: At your tables (groups of 4), find the pipe cleaners, tin foil and popsicle sticks. Get up and stand in a circle. Have one person grab the pipe cleaner. You have 60 seconds to make something with the pipe cleaner. Hand your object to the person next to you. Now, name the object you see. Use the popsicle stick to add on to the object your partner made. Hand the object to the next person. Name the object you see. Now, use the tin foil to add to the object. Hand the object to the next person. Name the object you see. Now, using the materials in your hands, make a new object. Have your team guess what the object is.

### 8:45–11:00

#1 Empathy Building with a Settlement Youth Worker for the InterCultural Association of Greater Victoria. Photo essay: Global Oneness Project.

#2 Design Thinking Process

### 11:00–11:30

Begin Making! Using the materials provided, prototype your designs.

### 11:30–12:00

Guest Speaker: Importance of Design Thinking when Engaging in Making

### 12:00–12:30

Lunch

### 12:30–2:30

Continue prototyping.

### 2:30–2:45

Clean up materials, finish up.

### 2:45–3:15

Gallery walk, test, and share your idea with your user group for feedback.

