DairyNZ

Rosie's NUTRITION mission

Student activity guide

Design a milk container that is easy for kids to pour from.

Activity

Tools

1

Discover Stage
Why do little kids spill the milk when they pour it? Brainstorm on a Circle Map.
Complete the following:
- Observe and video kids of all ages pouring water from milk containers into cups
- Experiment with pouring 'milk' yourselves
- Ask parents and kids about the problem of kids pouring milk
- Research the designs of milk containers. Can you identify ways other designers have tried to make pouring easy for adults?
- Interview a designer and record their advice as a podcast to refer back to

Circle map

2

Interpretation Stage
Discuss the discover sessions with your group – what did you learn about the problem of kids pouring milk? Record a podcast of this conversation to refer back to if necessary.
Summarise the learnings into 10 main ideas or issues.
Group these ideas into themes eg. grip or size and prioritise them according to how relevant each one is to the problem.
Choose the top themes and turn them into a question starting with How might we....? or What if......? Record each question on a Tree Map.

Tree map

podomatic

3

Ideate Stage
Brainstorm ideas for a new milk container that solves the problem of kids spilling milk when they pour it. Use the How might we...? and What it...? questions as a guide.
Remember to use the Pinterest board or invite outside help if you are stuck. Sketching an idea can often help explain it.
Add a branch to your Tree Map to record each idea and develop it further.
Discard ideas by discussing which ones are realistic.
Vote on the best idea/s from those that remain.

Tree map

4

Experimentation Stage
Using your idea design and develop prototypes for your new milk container.
Take photos of the prototype using Instagram.
Test your prototype by completing the following:
- Observe and video kids pouring 'milk' to test the prototypes
- Ask kids about using the prototype
- Experiment with using the prototype yourselves

Use Overgram to label the appropriate part of the prototype with each problem you observe.
You will need to persevere – it is likely that your first prototype will need modifying.
Make changes to your design using the feedback and labelled photos from your testing.

Overgram

5

Evolution Stage
Use Present.me to compile a presentation that shares your group's design journey from discovery through to evolution.
Select photos, videos and podcasts and plan your presentation using a Flow Map.
Include barriers you had to overcome and how you did this, successes you had and anything that surprised you.
Invite the people who helped your group to view your presentation.
Submit your final design to Rosie at Mission Headquarters so it can be added to the Milk Packaging Pinterest board for other students to use as inspiration.

Flow map

Present.me

SUCCESS CRITERIA

You can check you have completed the task successfully by:
- Modifying your design to reflect feedback from testing your prototype
- Completing a design that shows an understanding of the problem you are trying to solve
- Carrying out focused research that provides a good basis for your design