



## Design and designing

### *Modelling a chair*

Okay, Activity Three is your first modelling activity. We're going to make this simple chair form, it's a scale model of a chair. You need a cornflake packet or some sort of thin cardboard box to use as a raw material and I've redrawn the model that appears in your modelling workbook on the inside of the cardboard box but an even easier way of doing this would be to take a photocopy of the page – I've done a photocopy of my drawing here but you could take a photocopy from the image in the workbook – and then stick it down onto the cardboard like that, either using some form of simple paper adhesive or an aerosol glue. But I've redrawn it onto the card and it is a simple case then of cutting out the shapes from the cardboard. Try and cut carefully to your lines and you want to end up with three rectilinear shapes, exactly like the three in the workbook, with two sides and we have the seat and back. Now to get this to fold I need to score it and to score it I am going to use my scissors and I am going to use a safety rule. I'll put that onto the line that I've already drawn and draw that across like that. I'll put my scissors over there and then this then folds to give me the seat and back. So I want to now attach the seat and back to the side, so we've got the line that indicates where it's going to go to, simply hold that in place there, take a piece of sellotape off my roll and simply wrap that around like that. Another piece for the junction of the back rest and the arm, trying to get it as close as I can to the back, and you simply repeat the procedure for the other side of the arm. And here's one I made earlier. You can see there are four bits of sellotape holding that together and we have our scale model of a very simple flat pack chair, but don't throw that away, we're going to use that again in one of the sketching activities later in the workbook.