$$
S \cdot T \cdot W \cdot E \cdot M
$$

SCIENCE $\cdot T E C H N O L O G Y \cdot E N G I N E E R I N G \cdot A R T \cdot$ MATHS

order
sequence
perspective

## Contents

4 The Artist's challenge
6 Radials in nature
8 Design on the move
10 Designs that flow
12 Algorithms
14 Fitting the pieces together
16 Some designs don't flow...

17 ... and some do
18 Some designs in nature balance ...

19 ... and some don't

20 Designs that fit
22 Making shapes
24 Fun with 3D
26 In line
28 Designing a map
30 In proportion

32 Grabbing your attention
... using size ... using position
... using contrast
34 Leading the way!
36 Colour and mood
38 Great designers
40 The pieces come together
42 STEAM team assembly
44 Recap STEAM learning points
46 Index
48 Credits

## The Artist's challenge $\rho$



The Artist is scratching his head. He has been busy selecting all the elements he will need to make his amazing design device. He's found an eye-catching collection of bits and pieces. chosen for their shape, others for their colour. Some were selected for their texture while others are in the mix just because they are unusual. 'They're the bits to grab your interest,' says the Artist.

The Scientist has spotted some things in the pile that really interest him.
I see you've found a perfect example of nature's own clever design,' he says. 'There's nothing more efficient and well-designed



A spider's web is made of silk, produced from spinnerets at the end of a spider's abdomen.

The Mathematician agrees. A web is a perfect piece of geometry with its lines radiating from the centre, its expanding, or concentric, circles growing larger as they spread outwards.


In fact spiders are incredible engineers,' says the Engineer. 'They can take just an hour or two to build a structure that is strong and useful. I wish I could work that quickly!'

The Artist agrees although the spider wasn't part of his plan. It just seems to have joined in of its own accord.

