



How Designers Share Ideas With Pictures and Words

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Why Do Designers Need to Communicate Their Ideas?

When a **designer** has a brilliant idea for something new—like a chair, a video game, or a building—they can't just keep it in their head. They need to show their idea to other people like **engineers**, builders, bosses, and customers. These people need to understand exactly what the designer is imagining so they can give feedback, make improvements, or actually build it.

Think of it like this: if you invented a new type of skateboard, you'd need to show your friends what it looks like so they could help you make it real, wouldn't you?

Think of it like trying to explain the rules of a game you invented to your friends. You could describe it with words, but drawing it out on paper makes it SO much clearer!

Sketches and Quick Drawings

The first thing a designer usually does is draw quick, rough **sketches**. These aren't perfect—they're just fast drawings to get ideas out of their brain and onto paper. Sketches help designers explore different options and solve problems before spending lots of time on the final design.

Sketches are messy, fast, and creative. A designer might draw **ten different ideas** for a phone case in just **thirty minutes**.

Technical Drawings and Blueprints

Once the designer picks their best idea, they create much more detailed **technical drawings** or **blueprints**. These show exact measurements, materials, and how all the parts fit together. **Technical drawings follow special rules** so that anyone looking at them—whether they speak the same language or live in a different country—can understand them perfectly.

Think of it like the difference between a rough map you draw to show a friend how to get to your house, and a proper Google Map with exact streets and distances.

3D Models and Prototypes

3D models are digital or physical versions of the design. Computer software can create **3D computer models** that let people see the design from every angle and even test how it works. Sometimes designers build **prototypes**—real-life test versions—to see if their idea actually works before it gets manufactured.

Presentations and Presentations

Finally, designers often give **presentations** to explain their work. They show their sketches, technical drawings, and 3D models while talking through their ideas, explaining why they made certain choices and what makes their design special.

Good communication is just as important as good design ideas. Without clear communication, even the best idea might never become real.