6.1 Entering the Course Information

In this chapter, we will explore how to create a new learning design about developing a product for the elderly, similar to what we demonstrated in Chapter 5. However, this time we will use the Pattern Library, beginning with the course-level pattern.

Choosing a Course-level Pattern

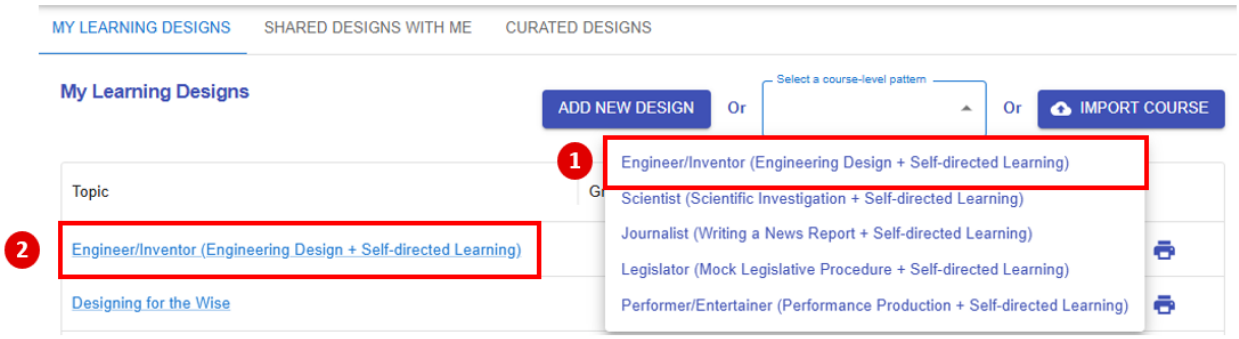


Figure 6.1: The Course-level Pattern Library

After selecting the pattern **1) "Engineer/Inventor (Engineering Design + Self-directed Learning)"** , a new learning design will **2) appear in "My Library"**.

Entering the Course Information

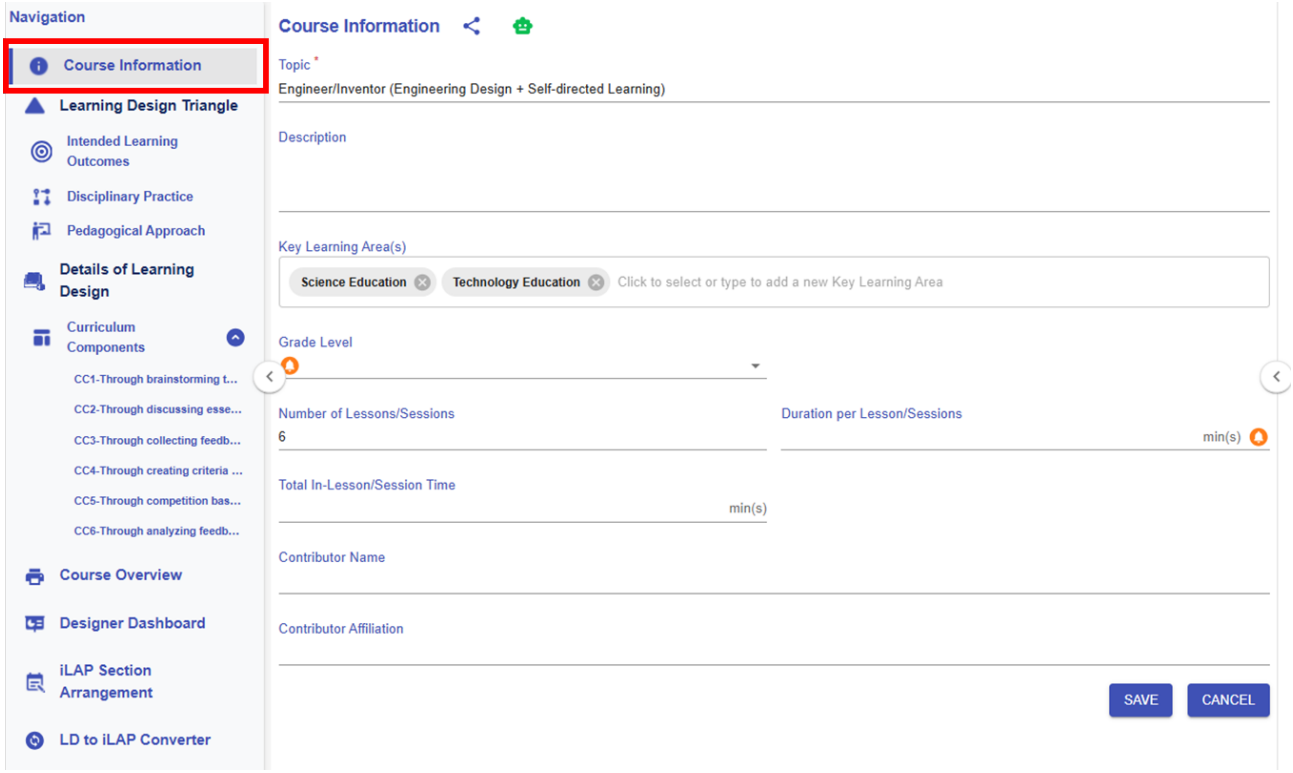


Figure 6.2: The Course Information Section of the Engineering Designer Pattern

After choosing **"Engineer/Inventor (Engineering Design + Self-directed Learning)"**, the pattern have already provided some course information. You can adapt or modify the provided information and fill in the remaining details as needed.

* The customised item will be highlighted in red.

Item	Content
Title	~~Engineer/Inventor (Engineering Design + Self-directed Learning)~~ Designing for the Wise
Description	Designing for the Wise is an interactive course where you' ll discover how to create innovative, user-centered solutions for the elderly. Learn to empathize with the unique challenges the elderly face, apply design thinking processes, and develop practical prototypes that make a real difference. Join us to blend creativity and care as you design a better world for the wise!
Key Learning Area(s)	Science Education, Technology Education
Grade Level	P6
No. of Lesson	6
Duration per Lesson	35

Total In-Lesson Time	210
Contributor Name	-
Contributor Affiliation	-

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