

# The Spice Box Challenge



Representational image of homestay

Image Source: <https://pixabay.com/>

Anandwadi (a fictitious) village located in Maharashtra is known for its homestays. Homestay is a type of lodging where vacationers stay in the home of a local in the area. Tourists or guests choose homestays for their peaceful atmosphere, authentic local food and affordability.

Ramya, a young girl hailing from Anandwadi has just finished her graduation. She has also transformed her house into a homestay which she calls Niwara. She manages all aspects of the running of Niwara and ensures that the guests experience all the key attractions of her homestay, namely engaging in farming and everyday cooking activities.

# The Spice Box Challenge

She observed that guests enjoyed participating in the activity of cooking local foods but often faced the following problems while handling the spice box in the kitchen:



Image Source: [flickr/Arvind Grover/CC2](https://www.flickr.com/photos/arvindgrover/)

- The spices would get mixed up and would fall out from the small containers.
- Guests would find it difficult to distinguish between different spices, owing to similar colours and textures.
- Guests would forget to close the spice box properly resulting in spoilage of spices.

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## The Design Challenge



Image Source: freepik.com

Design something that will help guests to handle the spices properly. Draw and write down your ideas. Label the elements in your solution/s.

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## Background

Solving problems by generating solutions and choosing the appropriate ones may help to foster a sense of autonomy and creativity among students (Hill, 1998; Reeve & Jang, 2006; Peng et al., 2013). The iterative design process while solving a problem entails several steps like gathering information about users, defining a design problem, investigating it further, sketching out exploratory ideas, and brainstorming potential solutions. This process can aid in the development of skills such as critical and creative thinking, visual reasoning, collaboration, and communication. In this activity, a description of a homestay scenario is presented to students which elaborates on the problem faced by the users (guests of the homestay) when they use a particular product (specifically a spice box from the homestay kitchen). Students are required to ideate through drawing (without make) on how the problems may be addressed by improving the design or by designing something new (Barlex & Trebell, 2007).

*This resource was developed as part of the internship project of Priti Dhandrut at the D&T Education Group, HBCSE.*

## References

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