

# Future Food Education Modules

## Teacher's Guide Years 9-10





# Educational Modules

## **Future Foods**

Bunjil Place have teamed up with multi-sensory experience designers, Post Dining, to develop four "Future Food" modules based on the themes of Casey Cornucopia, exploring the food systems of the Casey region.

The modules encourage students to consider issues of food security in building a sustainable future. They will be encouraged to incorporate design thinking, scientific analysis and the creative arts to reimagine food systems and what we put on our plates!

The two modules for year levels 9-10 include:

1. Food & Geography, and
2. Food & Design

We hope you enjoy this adventure into our culinary future...

Bon voyage!

# Food & Design



BUNJIL  
— PLACE —

Postdining

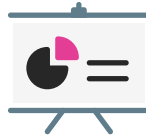
# Casey Cornucopia

## Year 9/10 Future Food Education Modules



### Food & Design

Intro to Eating Design



[This module has an accompanying powerpoint](#)

## Curriculum Links

Cross Curriculum Priorities



Sustainability

### Design & Technologies: Knowledge & Understanding

ACTDEK040: Critically analyse factors, including social, ethical and sustainability considerations, that impact on designed solutions for global preferred futures and the complex design and production processes involved

ACTDEK041: Explain how products, services and environments evolve with consideration of preferred futures and the impact of emerging technologies on design decisions

ACTDEK044: Investigate and make judgements on the ethical and sustainable production and marketing of food and fibre

ACTDEK045: Investigate and make judgements on how the principles of food safety, preservation, preparation, presentation and sensory perceptions influence the creation of food solutions for healthy eating

### Design & Technologies: Processes & Production Skills

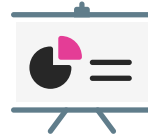
ACTDEP048: Critique needs or opportunities to develop design briefs and investigate and select an increasingly sophisticated range of materials, systems, components, tools and equipment to develop design ideas

ACTDEP049: Develop, modify and communicate design ideas by applying design thinking, creativity, innovation and enterprise skills of increasing sophistication



# Food & Design

Intro to Eating Design



**90 mins**

## Learning Objectives

This module provides an overview of the emerging design discipline of "eating design". Eating Design responds to the holistic nature of the way in which food is consumed, aka. the verb of 'eating', rather than the design of the food item itself. The lesson will take a deep-dive into three separate portfolios of designers working in this field, and will encourage students to use design thinking to consider their own 'eating design' solutions for local community needs.

## Learning Outcomes

By the end of this module students will:

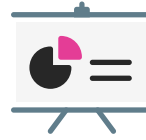
- Have a basic understanding of the discipline of Eating Design and its place in the broader context of design;
- Be able to identify key complexities of modern food production and make connections relevant to both a global and local community perspective;
- Develop their design skills through applying core design principles to an eating design solution relevant to their local community.

Time	Task	Equipment
20 mins	Intro to Lesson	Screen for Powerpoint
5 mins	Watch	Screen, Projector, Sound
10mins	Answer questions in books	Projector/Screen for questions or written on board
5 mins	Watch	Screen, Projector, Sound
10 mins	Answer questions in books	Projector/Screen for questions or written on board
5 mins	Watch	Screen, Projector, Sound
30 mins	Design/Discuss	Print Worksheet #1
5 mins	Summary and Homework	Print HW Worksheet #2



# Food & Design

Intro to Eating Design



**10 mins**



**SLIDES  
1-6**

## **Provide a lesson overview:**

- This lesson will define eating design and take a deep-dive into the portfolios of three designers working in this niche design field.
- We will use design principles to consider solutions for local community needs.

## **Introduction: Background**

### What is Eating Design?

‘Designing the act of eating’

The term "eating design" was first coined by Marije Vogelzang (pronounced: Mariah Vogel-zang), a Dutch designer working with food as her subject and design material.

### Marije describes Eating Design as:

"The practice of designers working on the subject of food. The outcome is not necessarily the material of food. It can also be a system or a service. Eating Design covers a large field connected to science, psychology, nature, culture and society."

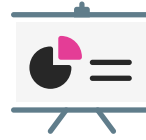
### She goes on to say:

"I think food is perfectly designed by nature, I don't need to design the food itself, what I'm much more interested in is to design the act of eating."



# Food & Design

Intro to Eating Design



**10 mins**



**SLIDES  
1-6**

## **Introduction: Background CONT.**

### What is Food Design:

Eating Design is often confused with the discipline of Food Design, and indeed there is a lot of overlap between the two and the both work together.

### Marije describes their differences in this way:

Food Design is the actual and literal design of food where food, as matter and thus material, is being designed; Food Design is an important part of Eating Design.

### Francesca Zampollo (author of Food Design Thinking) interprets eating design as:

"a sub-genre of food design."

(See graph for differentiation in ideas.)



**10 mins**



**SLIDE  
7**

## **Discussion: What's in my lunchbox?**

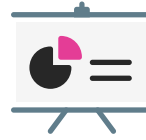
### In table groups, discuss:

- Think about what is in your lunch box today, or what you are planning to buy for lunch;
- Have a conversation around the table about the eating design that may have gone into your foods;
- Think about: products, systems, packaging, but also social and cultural design thinking that goes into designing, manufacturing and distributing these foods.



## Food & Design

Intro to Eating Design



15 mins



SLIDES  
8-9

### Watch and Answer: Marije Vogelzang

Watch: Marije Vogelzang: I want to design the act of eating  
(Introduction and overview of Marije's practice)

Answer: Students to answer the following questions in their books:

1. How does Marije describe 'eating design'?
2. Why is she not interested in 'food design'?
3. Describe one of the designs Marije talks about in her video.
4. How does this design relate to the concept of eating design?



15 mins



SLIDES  
10-11

### Background: Post Dining

- Post Dining is a multi-sensory design company using food as a tool for connection; to challenge thinking; and evoke emotions in playful and delicious ways;
- They produce immersive multi-sensory food experiences for festivals and corporate clients, and have translated their future food theatre show into educational modules and workshops.

### Eating Tomorrow

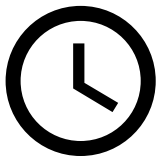
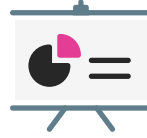
Post Dining explores future foods in their immersive theatre show. 'Eating Tomorrow' playfully imagines a Post Dining CEO of the future introducing the hot new products of an imaginary future...





## Food & Design

Intro to Eating Design



**15 mins**



**SLIDES  
10-11**

### **Watch and Answer:** **Post Dining**

Watch: Future Food Adverts & Product Launch  
(These are videos taken from Post Dining's Eating Tomorrow production exploring the future of food)

Answer: Students to answer the following questions in their books:

What social or environmental factors do you think Post Dining's 2050 Future Food products are responding to?

1. Diprotodon Patties
2. Terra-Forest
3. Nutri-Robo Chef



**30 mins**



**SLIDES  
12-17**

### **Watch and Answer:** **Bompas & Parr**

Watch: Fearless Founders: Sam Bompas, Bompas & Parr  
(Introduction and overview of Bompas & Parr's practice)

Answer: Hand-out Worksheet #1 (attached below).

Students to discuss in groups:

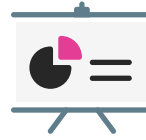
- Identify the important elements of the design brief;
- Describe how Bompas & Parr met the brief;
- Design an alternate way to meet the brief: be creative!

(share these back with the class)



# Food & Design

Intro to Eating Design



**60 mins**



**SLIDE  
18**

## **Homework: Design Analysis**

(You may wish to add specific word limits for questions)

### Report outline:

Select one of the three companies introduced in class (Marije Vogelzang, Post Dining, Bompas & Parr) Go to their website and select a design project from their portfolio. Write a one page report which includes:

- A brief summary of the key features of this design project;
- How this design project fits into the discipline of eating design;
- How this design project explores two of the following: social or cultural values, contemporary ethical issues, or environmental sustainability.

Name: \_\_\_\_\_

# CASE STUDY: Casey Cornucopia Brief

## BACKGROUND READING: Design Fundamentals

Most design decisions are informed by the needs outlined in a brief. A clearly established audience, purpose, context and set of constraints (such as budget and timeline) act as criteria to guide the evolution of ideas and making it easier to measure their success. A clear brief also helps designers to make objective design decisions, to ignore unintentional biases, and look beyond personal experiences when choosing the best ideas to develop.

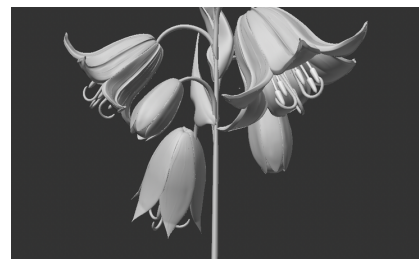
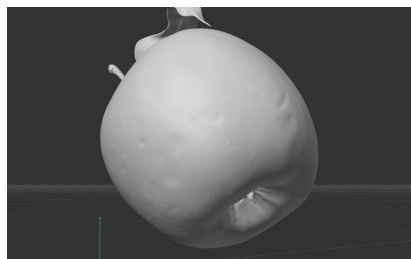
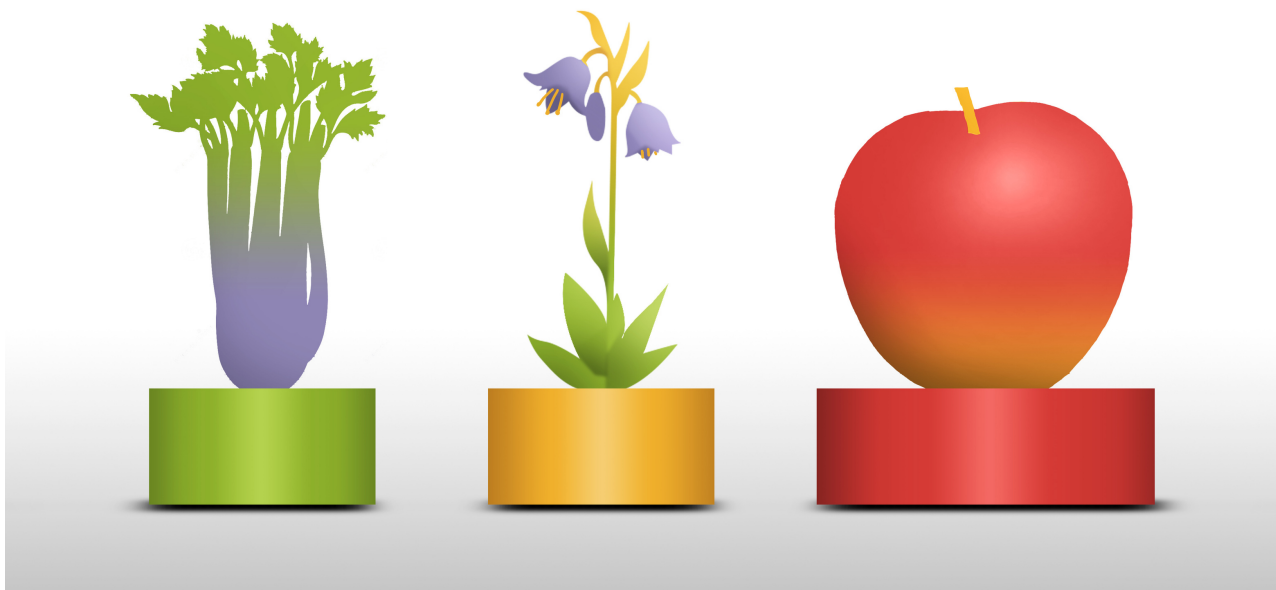
Design decisions are also made in light of other things. Today's discerning audiences expect factors such as sustainable and ethical work practices in the design and the impact of competing products or manufacturing of products and services in the market place. Many designers aim to use locally sourced or recyclable materials and methods. They keep manufacturing close to home, and design products that are made to last and contribute to the wellbeing of communities.

[http://ideasondesign.net/wp-content/uploads/2015/02/HDW\\_SAMPLE1.pdf](http://ideasondesign.net/wp-content/uploads/2015/02/HDW_SAMPLE1.pdf)

# CASE STUDY: Casey Cornucopia Brief

## Casey Cornucopia Brief: THE DESIGN

For Casey Cornucopia Bompas & Parr were commissioned by Bunjil Place to produce “Fruit Dreamscapes”: three 5-foot tall illuminated sculptures of celery, apple and chocolate lily. As well as lighting up, these sculptures also emit an edible mist made from the chemical compounds of the foods: “Starting from the idea of fruity landscapes, surrealism and dreams we explore an artistic interpretation of an experience that deals with notions of wonder, abundance and immersion.”



# CASE STUDY: Casey Cornucopia Brief

## Casey Cornucopia Brief: THE BRIEF

The word “cornucopia” comes from the Latin “cornu copiae”, which translates to “horn of plenty”. Today ‘cornucopia’ represents a symbol of abundance. You may recognise the iconic horn shaped bowl overflowing with fruit in classical paintings.

Bompas & Parr were given a brief to create an immersive food-based experience celebrating the local iconic produce of Casey, evoking the “cornucopia” spirit of abundance in a modern way. This experience needed to be situated in the Bunjil Place plaza, cater to large crowds and be suitable for all ages.



1. Identify and list the important design considerations of the Casey Cornucopia brief:

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2. Describe how Bompas & Parr met these key elements in their design:

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# CASE STUDY: Casey Cornucopia Brief

3. Design another way to meet the Casey Cornucopia brief. Be creative - what new ideas can you come up with? Consider Casey as the site-location as well as the ethics; social values; economic, environmental and social sustainability factors in your imaginary designs (your design may include sketches):

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# Homework: Design Analysis

Select one of the three companies introduced in class: Marije Vogelzang, Post Dining or Bompas & Parr. Go to their website and select a design project from their portfolio.

Write a short, one page report addressing:

1. A brief summary of the key features of this design project.
2. How this design project fits into the discipline of eating design.
3. How this design project explores two of the following: social or cultural values, contemporary ethical issues, or environmental sustainability.

**These Future Food  
Education modules have  
been designed for Casey  
Cornucopia by Post Dining.**

**Postdining**

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We design multi-sensory experiences that reimagine the relationship between people, food and the environment. Our designs take the form of immersive performances, exhibitions, workshops, events and festival programming. For Arts Industry, Corporate and Educational groups.

**Learn more about  
Post Dining here!**