CLIXO
Classroom

Design a Wearable Communication Tool

Activity Guide

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Online Activity Page

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Overview

Design challenge for learners to create a wearable object

Objective

Explore the meaning of shape, color, and structure with function and wearability

Materials for Each Student

- Set of Clixo pieces
- Paper or notebook for reflection

Skills

- Visual communication and symbolic thinking
- Creative problem-solving
- Design within constraints
- Explaining and justifying design choices
- Reflection and audience awareness

Ages

3 – 5 Grade

Duration

45 min

Group Size

Individual or Pairs



Introduce 10 – 13 minutes

Begin with a short discussion

- How do people communicate without words?
- Where do we see wearable communication in real life? (examples: uniforms, badges, safety gear, medical bracelets)

Present the challenge

- Students will design a wearable communication tool that sends a clear message or serves a specific purpose.

Review design constraints

- The design must be wearable on the body (arm, wrist, shoulder, chest, etc.).
- It must communicate one clear idea or function.
- It must remain wearable while moving.



Build and Create 20–25 minutes

- **Students choose a purpose for their wearable, such as:**
  - Identifying a role or responsibility
  - Signaling safety or caution
  - Communicating membership or identity
  - Sharing information without words
- Students build their first prototype using Clixo.
- **Encourage testing:**
  - Can it be worn comfortably?
  - Does the message make sense to others?
  - Does it stay in place when the wearer moves?
- Allow time for revision based on feedback or testing.



Share and Reflect 10–13 minutes

- Students present their wearable to a partner or small group.
- **Each student explains:**
  - What their wearable communicates
  - Who the intended audience is
  - Which design choices support that message
- **Optional reflection prompts:**
  - How would someone unfamiliar interpret your design?
  - What would you change to make the message clearer?



Optional Extensions

ELA EXTENSION

Write a brief explanation or design statement describing the purpose and audience of the wearable.

TECHNOLOGY EXTENSION (ISTE)

Photograph the wearable from multiple angles and annotate how design choices support communication.

ART & DESIGN EXTENSION

Focus on balance, symmetry, and visual emphasis.

CHALLENGE EXTENSION

Redesign the wearable for a different audience or context using the same materials.

Tips

- ✓ Encourage originality — no two designs need to look alike.
- ✓ Photograph wearables while students are standing or moving (hands and backs only).
- ✓ Focus feedback on clarity of communication, not appearance.
- ✓ This activity works especially well as an open makerspace or library center.

Educational Standards

CCSS MATHEMATICS

CCSS.MATH.CONTENT.6.G.A.4
Represent three-dimensional figures using nets and visual representations

CCSS ENGLISH LANGUAGE ARTS STANDARDS

CCSS.ELA-LITERACY.SL.6-8.4
Present claims and findings clearly

CCSS.ELA-LITERACY.W.6-8.2
Write informative texts to examine a topic and convey ideas

NGSS (WHERE APPLICABLE)

MS-ETS1-1
Define criteria and constraints of a design problem

ISTE STANDARDS FOR STUDENTS

1.4.d Innovative Designer
Students demonstrate creativity and perseverance

1.6.c Creative Communicator
Students communicate complex ideas clearly using a variety of methods