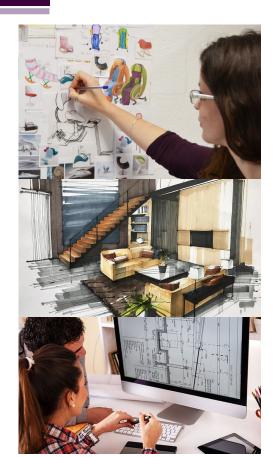
Why choose Product Design at A-level?

Product Design is a subject where you can combine the creative and the academic together.

You will be able to apply wide variety of skills to produce high quality outcomes that will help prepare you for the next step in your journey. Whether that be college, university, apprenticeship etc.

This subject will help you problem solve and become intelligent and independent learners through the use of design and making a final product that will add to a portfolio.

The skills you develop can be applied to a wide range of careers not only in Product Design, but Interior and Automotive design, Architecture and other creative careers including Social Media Content Creator and Graphic Designer.



Structure of the course



Specification: Edexcel

Component 1: 50% of the qualification
 Principles of Design and Technology
 Written examination: 2 hours 30 minutes
 120 marks

Component 2: 50% of the qualification
 Independent Design and Make Project
 Non-examined assessment
 120 marks

	Year 12	Year 13
2 lessons per week	Theory lessons	Theory lessons
4 lessons per week	 Practical lessons: Designing (technical drawings, CAD/CAM, to support paper and board and timbers outcomes) Making (wood lathe, brazing hearth, laser cutter, plus other tools and machines leading to your final project using a material of your choice) 	Practical lessons NEA- Portfolio

Product design - Summer work

Create a folder of and designs ready for your start in September.

This can be electronic or a paper copy in a folder.

This is to solidify your foundation knowledge before beginning your A-Level course. *It will also impact on what/how you design and make your first project in September.*

The more detail you add the better.

Main Aim:

To research and design an architectural building. Look at <u>exterior</u> and <u>interior</u>.

Task 1: designer research





Research and analyse a design movement.

Remember detail is key. Look at the movement as a whole and then pick a designer within that movement to focus on.

You should think about: key dates and facts, what the movement looks like, what the key features are, how the designer was influenced, your opinion on the design movement, how could these key features be used as an inspiration point.

You should include a range of images and reference where you sourced your information from.

- Arts and crafts
- Art Nouveau
- Modernism
- Art Deco

- Bauhaus
- Streamline
- Memphis
- Postmodernism













Task 2: drawing practice

This will support you toward your first project in September, the design brief and specification have been given to you to give context to the project. The focus of this project is skill based and learning to use tools and equipment independently.

Design Brief: Design and make a prototype model of a studio apartment located in the heart of New York, in the style of your chosen design movement.

Specification:

Form- Must include features that represent chosen design movement.

Function- Must include walls and windows to show the interior and exterior space. Must include table and chairs and other furniture you may like to include.

Size- Base must be no larger than 200mm x 200mm.

Manufacture- Tech soft for the walls and windows. Boxford lathe for stool, vase or plant pot. Linisher for chamfered edge this could be on the table. Pillar drill for dowel joints/ legs of table. Oven to mould chair or furniture of your choice. Milling machine and or router to join walls to base.

Task 2: drawing practice

Use your inspiration from your chosen design movement.

Hand drawn skills :

• Draw it in isometric - black fine line and render (apply accurate and neat colour), exterior and interior views. This design needs to reflect the model you would like to make of the studio apartment.



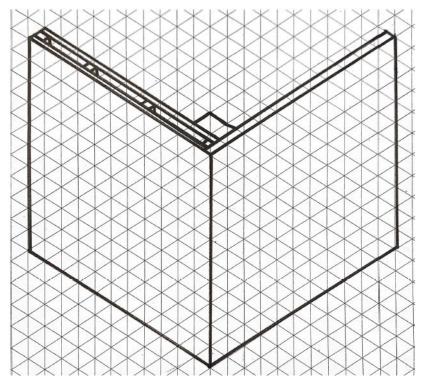


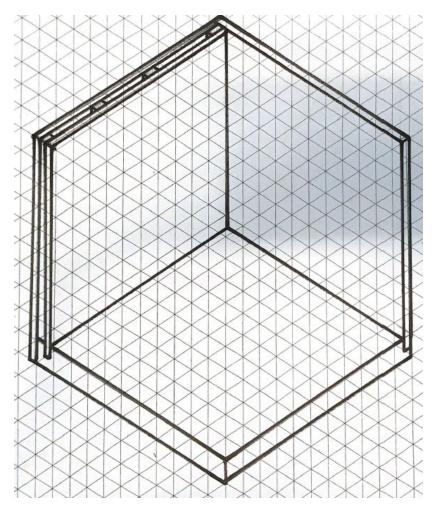




Task 2: drawing practice

Template for hand drawn skills if you need support drawing in isometrics.





Task 3: Keywords dictionary

Using the right terms within your NEA coursework and in your exams is really important.

Make a dictionary of key terms with a detailed definition of each word.

Make sure this is easy for you to read and access. Perhaps think about colour coding words to help you.

- CONDUCTIVITY
- STRENGTH
- ELASTICITY
- PLASTICITY
- MALLEABILITY
- DUCTILITY
- HARDNESS
- TOUGHNESS
- DURABILITY
- BIODEGRADABILITY

- FLEXIBILITY
- ERGONOMIC
- ANTHROPOMETRIC
- SMOOTH
- STABILITY
- STIFFNESS
- AESTHETICS
- BRITTLENESS
- CORROSION
- DENSITY