

Product Design

“Creativity is allowing yourself to make mistakes, Design is knowing which ones to keep”

- Scott Adams

All Product Design staff will strive to enthuse, facilitate and shape our Byrchall students to be creative problem solvers who are confident, resilient and most importantly passionate about the products they design and make.

Autumn	Spring	Summer
Introduction to GCSE 3D Art and Design. Laminated Salad Server	Organic Lamps	Art Deco Clock

Homework will be set in the following formats to support independent learning in our subject.

- Keywords followed by a spelling and meaning test in lessons.
- Watching a video to learn a specific skill or to support a research activity.

Practising a particular skill such as:

- Sketching (2D and 3D)
- Producing a working drawing with measurements
- Generating design ideas
- Developing ideas
- Idea modelling
- CAD (Corel Draw/Google sketch up)

Collecting research information

- Measurements to ensure a product is ergonomic
- Imagery/inspiration
- Product Analysis
- Exploring a design movement
- Looking at the work of famous designers

Improving theory knowledge and understanding at GCSE.

- Practising exam questions
- Completing interactive quizzes online (Seneca Learning / BBC Bitesize)
- Watching GCSE PODS on key topics.
- Reading Blue Revision Book

Unit	Duration (lessons)	Learning Objectives/Outcomes
<p>Introduction to GCSE 3D Art and Design</p> <p>Laminated wooden salad server</p>	21	<ul style="list-style-type: none"> • Understand course expectations and how you will be assessed • Develop skills in collecting research and developing mood boards • Develop skills in shaping materials (polymers) using heat • Develop skills in using CAD and the use of the laser cutter • Be able to explain how to sublimate on to material • Be able to explain how materials (wood) can be laminated • Develop skills in exploring design contexts • Be able to produce creative ideas using mood boards • Develop modelling skills • Develop skills in making formers to shape materials • Develop skills in laminating and finishing veneers • Be able to analyse, evaluate and refine your work



Organic lamp NEA Coursework	18	<ul style="list-style-type: none"> • Be able to explain how nature can be used to inspire everyday products • Develop skills in analysing designers – Richard Sweeney and Kevin Mamaqi • Be able to produce inspirational mood boards • Develop skills in producing detailed observational drawings • Be able to use primary research to produce creative ideas • Develop skills in the use of CAD to produce sides of lamp • Be able to analyse, refine and improve your ideas • Develop skills in using CAD to produce a cardboard model • Be able to use 3D CAD (google sketch up) to model ideas to test aesthetics and colour choice • Understand the importance of testing and producing samples • Be able to design and apply different finishes to your prototype • Be able to evaluate your work in detail
Art Deco Clock NEA Coursework		<ul style="list-style-type: none"> • Be able to collate both primary and secondary research to support your coursework • Be able to analyse a design brief and consider intentions • Develop skills in analysing Art Deco and Frank Lloyd Wright • Consider how your designers have created their work using geometrical shapes, pattern and colour choice • Be able to produce creative ideas influenced by the designers that you have studied • Be able to analyse, refine and improve your ideas

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| | | <ul style="list-style-type: none">• Develop skills in using CAD to produce several ideas for the shape of your clock front• Be able to use 3D CAD (google sketch up) to model ideas to test aesthetics and colour choice• Understand the importance of testing and producing samples• Be able to design and apply different finishes to your prototype• Be able to evaluate your work in detail |
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