

Design & Technology

Preparing for A Level

A Level Specification

Read through the 'Product Design' section pages 47 -56 to gain and understanding of the expectations of the coursework.

[Link](#)



Digital Resources

Access the digital resources for your course, reading through 'Design & Innovation' and 'Materials & Components'.

[Link](#)

Investigation

Investigate the work of a designer of your choice.

What are their most significant products? What makes their products desirable? What influenced them? What are they doing now?

This case study should be presented in an creative manner of your choice using images and annotation to describe, explain and evaluate.

Using your research, create your own designs for every day products that are influenced by the design style of your chosen designer.

[Useful Link](#)

Try an exam question

"Design is about making things good (and then better) and right (and fantastic) for the people who use and encounter them."
Matt Beale

Discuss the work and style of a contemporary designer in relation to this quote and describe the impact of the products he/she has designed.

[12 marks]

Designing

Context: Isolation/Lockdown / [Help link](#)

Using your own and other's experience of current times identify a need/want problem and create a solution to solve the problem.

1. Analyse the context
2. Identify and investigate genuine problems, issues, needs or difficulties.
3. Produce ideas - quick sketches are idea for this with some labelling to identify key features.
4. Develop ideas using client feedback, inspirational images and SCAMPER, add annotation to identify, explain and evaluate.
5. Present the final design using basic physical modelling.

If you are considering studying D&T next year then these are activities that you should seriously consider completing over the next few months to prepare yourself for the very large step up to A Level from GCSE.

The activities are divided into:

Essential - suggested as good preparation for the course.

Recommended - suggested to support the essential activities for the course

Optional - suggested to support wider learning around the subject; you are expected to do this independently at A level.

TV Shows to watch (The images are links)

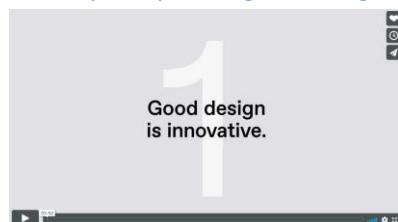
[How to make](#)

[Bauhaus 100](#)



[Rams; principles of good design](#)

[Biomimicry Design](#)



Have a go at these

[Design in a nutshell](#) – Listen to these design era talks and then have a go at the quiz

[Sketch-a-day](#) – Why not have a go at developing your sketching skills over the next few months.

[Design Ventura Mini Challenge](#) – Fancy a design challenge and the opportunity to win some nice prizes have a go at these.

[V&A London](#) – Take a trip through their online collection and find your favorite products.

CAD

2D Design V3 – free home license

Continue to play with 2D design skills using 2D design Version 3, you can download the free version [here](#).

SolidWorks

Brush up on your 3D CAD skills using SolidWorks new online platform. You can test the online version for free by signing up [here](#) with your school email address.

Listen to this

[Pod Cast](#) - 30 Animals that made us smarter

[Radio 4](#) – 50 things that made the modern economy

Online Reading

[Design week magazine](#) – Keep up to date with weekly news stories coming from the design world.

[Make magazine online](#) – Keep up to date with new technologies and products that are being developed.

[Science focus online](#) – Discover new and up and coming materials.

Quick Activities

[Quick design activities](#) – See if you can complete some of these challenges. Don't forget to #ShirelandDesign if you post them on twitter.

TIPS for the Exam Question

- This question requires an answer in essay form which assesses the way a contemporary designer has impacted with the design of their products in relation to the statement.
- Have the products influenced (impact) other developments/products?
- The answer should seek to identify specific products or range of products attributed to the chosen designers and to examine the developments brought about by the designer.
- The response may go on to examine styling details and their development and comment upon the styling developments (and their effect on consumers), form and design simplicity and how these elements have impacted on the overall design of the product.

Submitting the essential design task

- Research should be submitted by email, using PowerPoint to collate the information. This can be uploaded to you Design Hub drop box.
- Design sheets should be collated and kept safe for submission on return to school.
- Models should be photographed, and these should be put onto your PowerPoint.

[Hub Site Link](#)